

# Ian Littke

☎ (206) 659-6106 • ✉ [ian.littke@gmail.com](mailto:ian.littke@gmail.com) • 🌐 [github/mowzie](https://github.com/mowzie)  
🌐 [linkedin/in/littke](https://www.linkedin.com/in/littke)

## Work Experience

### FAITHLIFE

Bellingham, WA

*Full Stack Software Developer*

2018–2020

- Developed new web features using **C#** and **React** and **MVC WebForms**
- Created and maintained new RESTful API routes as well as updating old routes
- Incorporated new tests as API routes were created/updated
- Refactored legacy code for internal tools to utilize API routes instead of straight database calls
  - One project decreased page load time by 20x by selectively caching and fetching data

### POPULUS GROUP, LLC for MICROSOFT

Redmond, WA

*Software Test Engineer (I, II, III)*

2010–2015

- Collected microphone/speaker data for statistical analysis on a myriad of OEM devices including laptops, mobile devices, all-in-ones, and accessories to ensure they were Cortana ready as well as modeling the device for automated synthetic testing
- Designed, developed, documented, and maintained in-house **C#** recording tool
  - Interfaced with Xbox 360, Xbox One, Win10 devices, and a **Lua**-controlled gantry robot
- Rewrote nightly audio test infrastructure from batch script to **C#**, reducing runtime by 50% while increasing test data 3x
- Created a **.NET** webpage with Excel pivot tables to show detailed information on automated tests
- Implemented other tools for daily accuracy testing including Cortana/Xbox keyword spotter

## Technical Skills

Languages	C#	Javascript	Python	(MS MY) SQL
Frameworks	React	MCV WebForms	Tensorflow	WPF
Other Interests	Deep Learning	NLP	Recording & Mixing music	

## Education

### Western Washington University

Bellingham, WA

*Bachelors of Science: Computer Science*

2015 – 2017

### Edmonds Community College

Lynnwood, WA

*Associate of Science: Mathematics focus*

2014 – 2015

### Art Institute of Seattle

Seattle, WA

*Associate of Applied Arts: Audio Production*

2007 – 2009

## Projects of Interest

### WESTERN WASHINGTON UNIVERSITY

*Reinforcement Learning Project*

2017

- Group project to use machine learning models to teach a rigid-body simulation in Unity
- Utilized **ml-agents** framework to tie Unity with **tensorflow**

### WESTERN WASHINGTON UNIVERSITY

*Flight Planner*

2017

- Group project for the Whatcom Civil Air Patrol (CAP), written in **C#**
- Allows CAP to easily create Garmin G1000 navigation files
- Provided the majority of the front-end development
- Project information is stored at [github.com/CIOS-Digital](https://github.com/CIOS-Digital)

### EDMONDS COMMUNITY COLLEGE

*Emergency Vehicle Detection: Frequency Detection and Localization*

2015

- Experimental learning project
- Implemented a cross-correlation algorithm in **C** to determine frequencies of interest