Ian Littke

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in linkedin/in/littke

Education

Western Washington University	**Bellingham, WA**
Bachelors of Science: Computer Science	*Sep 2015 – Dec 2017*
Edmonds Community College	**Lynnwood, WA**
Associate of Science: Mathematics	*Jan 2014 – Jul 2015*
Art Institute of Seattle	**Seattle, WA**
Associate of Applied Arts: Audio Production	*Sep 2007 – Mar 2009*

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 API routes as well as updating old routes
- Refactored legacy code for internal tools to utilize API routes instead of straight database calls
  - One project decreased page load time by 20x by selectivly caching and fetching data

WESTERN WASHINGTON UNIVERSITY — **Bellingham, WA**
Audio Recordist — *2016–2017*
- Archival recording and digitizing analog recordings for the music department

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	

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