

Ian Littke

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Education

Western Washington University

Bachelors of Science: Computer Science, GPA 3.28

Bellingham, WA

2015–Dec 2017 (expected)

Edmonds Community College

Associate of Science: Mathematics, GPA 3.75

Lynnwood, WA

2014–2015

Art Institute of Seattle

Associate of Applied Arts: Audio Production, GPA 3.0

Seattle, WA

2007–2009

Awards

2015–present: Washington State Opportunity Scholarship

Work Experience

POPULUS GROUP, LLC for MICROSOFT

Software Test Engineer

Redmond, WA

2010–2015

Software and hardware test engineer for Xbox

- Created stop-gap solution for testing Cortana keyword spotter (Mobile & PC)
- Collected microphone/speaker data for statistical analysis on OEM laptops
- Rewrote existing test infrastructure from batch script to C# reducing runtime by 50% while increasing received test data
- Created .NET webpage with graphs to show detailed information on automated tests
- Created temporary solutions for daily accuracy testing
- Developed and executed both manual and automated tests
- Bi-Monthly SDK validation testing for team

Languages and Technologies

Proficient
Beginning
Skills
Courses

Java
SQL
Agile Methodologies
Deep Learning

C
Racket
Testing
Device Drivers

C#
JavaScript
Automation
Parallel Computation

Python
*nix, OS X, Windows
Natural Language Processing

Projects of Interest

WESTERN WASHINGTON UNIVERSITY

Flight Planner

2017

- Group project for the Whatcom Civil Air Patrol, written in C#.
- Utilizes Google Maps API to create points in a map
- List of waypoints can be exported to the Garmin G1000 autopilot
- Project information is stored at github.com/CIOS-Digital

WESTERN WASHINGTON UNIVERSITY

MiniShell

2016

- Simple C shell for Unix as class project.
- Handles pipes, redirection, command/variable expansion, and simple script reading

EDMONDS COMMUNITY COLLEGE

Emergency Vehicle Detection: Frequency Detection and Localization

2015

- Experimental project (github.com/mowzie/vehiclefinder)
- Implemented a cross-correlation algorithm in C to determine frequencies of interest

MICROSOFT

Recording Tool

2013-2015

- Designed, developed, documented, and maintained in-house C# recording tool
- Interfaces with Xbox 360, Xbox One, Win10 devices, and a LUA-controlled gantry robot