

Tanner Muldoon

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U.S. Citizen

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I'm a **software engineer** with **5+ years professional experience**, **15+ years personal experience**. I have sizeable experience in **real-time, interactive software**, with most of my career focusing on **embedded systems engineering**, including **embedded Linux**. I also have a long history as a hobbyist developing video games, and I've dabbled in **full-stack development**. I'm highly comfortable working on both **maintenance of existing or legacy features** and **design of entirely new features from scratch**.

Education and Certifications

Georgia Institute of Technology | Atlanta, GA

Bachelors of Science in Computer Engineering, GPA 3.74

June 2016 — May 2019

- Graduated with **Highest Honors**

Scrum Master Certification (SMC)

Scrum Alliance

December 2020

Work Experience

L3Harris Technologies | Rochester, NY

Specialist, Software Engineering

March 2023 — Present

Sr. Associate, Software Engineering

March 2021 — March 2023

Associate, Software Engineering

June 2019 — March 2021

L3Harris is a leading provider of tactical radios, with customers in 100 countries

- Subject matter expert (SME) in digital signal processing (DSP)
- Provided technical leadership and design contributions on 5+ distinct products
- Key role as a "jack of all trades" able to work in areas where little technical knowledge exists within the company

Georgia Tech Research Institute | Atlanta, GA

Student Research Assistant

May 2018 — August 2018

Electronic Systems Lab (ELSYS) specializes primarily in electronic warfare

- Developed a proxy server to convert realtime image data from a backend simulator (OpenEagles) to API calls for an external frontend program (Prepar3D)

Georgia Institute of Technology | Atlanta, GA

Head Teaching Assistant

August 2018 — May 2019

Teaching Assistant

January 2018 — May 2019

Systems and Networks is an intro computer architecture and operating systems course, typically with 250-300 students

- Managed a team of 12 TAs, handling administrative overhead and supervising the creation and grading of assignments

Personal Projects

LVL: Labyrinthine Variable Landscape

Independent Video Game

October 2020 — January 2023 (Hiatus)

- Unity video game utilizing several difficult concepts such as procedural generation of levels, character AI, and automatic testing

Schmapppling Hook: Subsistence

48-Hour Game Jam

January 2021

- Made in Unity over a 48 hour period by a team of Georgia Tech students and alumni

VGMQ: Video Game Music Quiz

In-Browser Video Game

September 2020 — October 2020

- Full-stack development in Node.js to create a game for guessing the source of random video game songs