

Nicholas Kell

SOFTWARE LEADERSHIP WITH A PASSION FOR CODE

CAREER OBJECTIVE

To bring my creative and leadership skills to an organization that values innovation and ideas.

EXPERIENCE

SUPERVISOR CLAIMS ADJUDICATION TECHNOLOGY - NAVITUS APPLETON, WI
AUGUST 2020 - PRESENT

Lead a team of high performance software engineers to support the company's primary adjudication platform. Coordinate tasks, give technical and architectural guidance as well as career development. Work with multiple different departments to ensure delivery of software is up to expectations. Assist with onboarding company acquisitions from a technical perspective.

SR. R&D SOFTWARE ENGINEER - BAY TEK GAMES, PULASKI, WI APRIL 2011 -
AUGUST 2020

Led multiple projects through conception to deployment. Write object oriented software for Linux x86 and Atmel micro-controllers in an FDD agile environment. Use C/C++, as well as multiple scripting languages to develop and test designs. Explore new technologies. Develop new designs, working closely with cross functional teams to improve products. Use multiple hardware tools to test product designs such as but not limited to scopes, data analyzers, spectrum analyzers. Integration of systems across multiple disciplines ensuring product goals are reached. Help creating the QA process for software and hardware systems. Use Arduino, Raspberry Pi and other pieces of hardware for prototyping and testing.

INTERACTIVE MANAGER / LEAD ENGINEER - IMAGINASIAM, GREEN BAY, WI
MARCH 2010 - APRIL 2011

Port existing websites and web services from a Microsoft OS to a Linux OS using open source tools. Use PHP, (X)HTML, CSS, Java Script, MySQL, MSSQL. Create new designs and modify old designs to meet new requirements, working closely with the project manager and customers to ensure quality is met. Created the now in place software design guidelines and FDD agile development environment. Configure and deploy Linux systems. Manage the hiring and letting go of employees in the Interactive Department.

SR. SOFTWARE ENGINEER, NEXTSOFT, NEENAH, WI JAN 2009 - MARCH 2010

Developed and maintained *nix services. Engineer Flex and AIR applications using the Flashbuilder IDE, and Java using BlazeDS. Aided in designing the now in use software design practices. Coded various utility applications in the Python programming language and also Java using Swing and AWT GUI. Use x86 and embedded Linux, Objective C, C/C++, iOS, OSX

FREELANCE WORK, 2006 - PRESENT

PHP frameworks for websites. Flex 3 and 4 frameworks. PHP and Flex package frameworks for remote calling. Robotic programming using Linux, Java, C/C++, and Python. AVR Programming.

EDUCATION

ITT TECH GREEN BAY, WI - ASSOCIATES OF APPLIED SCIENCE SOFTWARE APPLICATIONS AND PROGRAMMING, GRADUATED WITH HONORS 2009

SKILLS

PROFESSIONAL KNOWLEDGE

BASH, Knowledge and use of Linux & Unix commands, C/C++, MySQL, Apache 2.x, SVN, Git, CVS, PHP, Action Script, Python, Make (Makefile creation), Program network communication, Arduino, Raspberry Pi

Eclipse IDE, OS X, Linux, Netbeans, Static protocol development, SDL, SFML

PROFICIENT KNOWLEDGE

Java AWT & Swing components, Javascript, Dynamic protocol development, Automake, AVR32, AVR8, Electronics theory, Cadsoft EAGLE PCB, AOOOL (Any OI' Object Oriented Language)

WORKING KNOWLEDGE

Linux kernel development, Linux device driver development Autodesk AutoCAD for Mac, Wings3d

Leadership, managing small teams, great communication skills, attendance can't get any better, team player, energetic, I love to learn and expand my horizons. Quickly understand assignments and carry them out in a timely manner.

Aug. 2021 - Current version can always be found: <https://github.com/nicholaskell/resume>

“Simplicity is the ultimate sophistication.”

— *Leonardo da Vinci*

cell. 906.553.5289

<http://www.linkedin.com/in/nicholaskell>
nick.t.kell@gmail.com