(214) 918-0332
Irving, TX
nick.larsen31@gmail.com

Nicholas Larsen

Software Engineer Sr

github.com/nlarsen31
linkedin.com/in/nick-larsen-smu

Education

Master of Science in Computer Science, Dallas, TX (4.0) — **Concentration:** AI/ML
Southern Methodist University — December 2022
Bachelor of Science in Computer Science (3.670) — **Minor** Mathematics
Texas Christian University, Fort Worth, TX — May 2018

Certifications

Secret Security Clearance — Current
CompTIA Securty+ Certification — July 2023
Lockheed Martin Internal AI/ML Fundementals — April 2023

Technical Experience

Software Engineer Senior — **May 2022 - Present**
Lockheed Martin — *Fort Worth, TX*

- Architect Catia V5 and 3DX environments with proprietary software, 3rd party applications, and cooperate settings, giving Lockheed designers an edge on the competition.
- Implement automated pipelines for Catia V5 and 3DX (V6) customizations using GitLab Pipelines used across the CAD/CAM organization.
- Design and implement continuous integration/continuous development processes for CAD/CAM applications to air-gaped networks and unclassified networks.
- Standardize packages and deployments to company network and closed areas.
- Develop and support applications that configure Catia 3DX and V5 environments with proprietary software and settings.
- Manage coding standards and approve code reviews for development of 3dx and V5 custom applications

Software Engineer — **July 2018 - May 2022**
Lockheed Martin — *Fort Worth, TX*

- Maintained an application for releasing design engineer's drawings and 3-D models. Leveraged an Oracle database for storing the CAD Data, meta-data parts and positions on different airplanes, and release state of drawings.
- Developed features for designers to create retro-fit 3-D models to mimic elements of a previously designed mod-kit drawings and modify spacial query functions to consider the instructions when querying 3-D space.
- Supported the effort to migrate programs from outdated Catia V4 systems into our Catia V5 system for drawing release and 3-D design. Specifically, support processes that make this an easy transition for legacy programs.

Skills

AI/ML skills: Numpy, Tensorflow, pyTorch
Programming Skills: C++, C#, python

Personal/School Projects

GAN Training Experiment — **GitHub**
An attempt at a novel approach to GAN training. — Skills: numpy, pyTorch, matplotlib

Classifying Brain Cells — **Notebook**
Graduate School Lab work attempting to classify Acut Lymphoblastic Leukemia — Skills: numpy, tensorflow, sklean

Understanding Convolutional Neural Network — **VGG Microscope**
A study of how VGG classifies images

Personal Project — **Eurche in Godot**
My first attempt at game development. This project will lead into making a Eurche rogue-like game.