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Nicholas Larsen

Software Engineer Sr

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EDUCATION

Master of Science in Computer Science, Dallas, TX (4.0)

Southern Methodist University

Bachelor of Science in Computer Science (3.670)

Texas Christian University, Fort Worth, TX

Concentration: AI/ML

December 2022

Minor: Mathematics

May 2018

CERTIFICATIONS

Secret Security Clearance

Current

CompTIA Security+ Certification

July 2023

Lockheed Martin Internal AI/ML Fundamentals

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, cooperate settings, and other enhancements giving Lockheed designers an edge on the competition.
- Overhauled manual deployment processes of Catia V5 and 3dx CAA customization's with GitLab pipelines used across CAD/CAM organization.
- Design and implement continuous integration/continuous development processes for 50+ CAD/CAM applications to air-gaped networks and unclassified networks.
- Develop and standardize configuration applications for Catia V5 and 3dx 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

- Develop 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.
- Designed new features for engineers 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 computing 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- Supported the effort to migrate programs from outdated Catia V4 systems into our Catia V5 system for drawing release and 3-D design.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, Matplotlib, Image Processing

Programming Skills: C++, C#, python, Catia/3dx CAA, powershell, GitLab CI/CD

PERSONAL/SCHOOL PROJECTS

GAN Training Experiment

[GitHub](#)

An attempt at a novel approach to GAN training.

Skills: GANs, numpy, pyTorch, matplotlib

Classifying Brain Cells

[GitHub](#)

Graduate School Lab work attempting to classify Acute Lymphoblastic Leukemia

Skills: numpy, tensorflow, sklearn

Understanding Convolutional Neural Network

[GitHub](#)

A study of how VGG classifies images

Skills: CNN, tensorflow, sklearn, Image Classification

Style Transfer with pre-trained VGG

[GitHub](#)

Use a pre-trained VGG model to apply ART styles to faces

Skills: CNN, tensorflow, OpenCV

Personal Project

[Eurch in Godot](#)

My first attempt at game development. This project will lead into making a Eurch rogue-like game.