

# Brian Peck

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## Experience

### **Software Engineer, Lockheed Martin Advanced Technologies, 2007 - Present**

- Currently developing adaptations of game theoretic algorithms to support a DARPA project for Resilient Command and Control monitoring, assessment, and replanning.
- Developed front end web interfaces and back end web services for the Office of Naval Research (ONR). Also provided on-site installation and support for the team when deploying the services and gathered customer feedback to update the team.
- Prototyped a wearable, networked augmented reality system to enhance situational awareness for dismounted warfighters. Developed sensor alignment algorithms and integrated hardware and software components from five partners; successfully demonstrated in the field to DARPA personnel in January 2010.
- Developed a Python-based framework for automating testing procedures.
- Developed prototype Android application for unmanned vehicle inventory interaction.
- Developed dynamically allocating ActiveMQ broker, using RabbitMQ, in early Cloud Computing research exploring scalability of known messaging implementations.
- Developed a program to parse legacy system log files and create a Hibernate database containing the information.
- Developed integration code connecting PostGIS databases to a JSF web client to facilitate web enabled track fusion. Provided on-site installation and product presentation to the customer.

### **Web Development Intern, USGS Astrogeology, 2006 - 2007**

- Developed and updated websites for the USGS Astrogeology department including astrogeology.usgs.gov and mapaplanet.org using Javascript, HTML, Perl, Postgres and GIS databases.

## Awards

- 2010: Lockheed Martin Individual Spot Award in recognition of customer praise for technical support across numerous product releases.
- 2008: Lockheed Martin Individual Spot Award for exceeding expectations and demonstrating exceptional performance.
- 2008: Lockheed Martin Team Special Recognition Award for exceeding expectations and demonstrating exceptional performance.

## Education

- *Master of Science in Computer Science*, USC 2013 (expected)
- *Bachelor of Science in Computer Science*, Northern Arizona University 2002

## Technical Proficiencies

- Java: Over four years of object-oriented programming experience using Java EE (JBoss, Glassfish).
- JavaScript: Over a year of experience developing web applications using Javascript(YUI), HTML, CSS and GWT.
- Linux: Over a year of Linux system administration and development experience.
- Python: Significant experience developing a Python-based automated testing framework.