

# 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.