

Stanley Ari Cohen
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Objective

Seeking a full time software engineering position to gain experience and utilize my knowledge of physics, CS, and calculus based maths in Lubbock, TX.

Education

University of California Riverside
Bachelor of Science in Computer Science

Sept 2013 – June 2017

Experience

Thales USA

July 2017 – Current

Software Engineer

- Troubleshoot and identify systems issues in the lab prior to them being fielded
- Coordinate with Generic IVV and System Software Integrators to anticipate issues on Customer labs
- Help train and develop the Customer IVV and GIIV teams to ensure a better understanding of our system
- Create automation scripts to help Customer IVV with stress testing and bug finding

Northrop Grumman

June – Sept 2015

Software Design and Programming Intern

- Used Blender to model and render pieces of the scene for use in simulations
- Worked in C++ and Visual Studio to develop a simulation plugin that utilized IEEE DIS
- Performed software regression testing to ensure requirements were met

Software Consultant

June 2011 – June 2015

Software Designer and Programmer

- Actively recruited and worked with customers to define software requirements. Delivered software that exceeded expectations in a timely manner
- Designed and programmed an Objective-C app to manage accounts for both locations of La Costa Kids stores
- Designed and programmed a Python application to manage the FPAP football pool: catalogue players choices into an excel sheet and later check them against the winning teams pulled from NFL.com

Northrop Grumman

June – Sept 2014

Software Design and Programming Intern

- Worked within a team of systems engineers to develop software requirements to meet customer needs
- Created interactive JavaFX GUI that interfaces with a SQL database to support air vehicle management

Scripps Research Institute

May – Aug 2013

Software Design and Programming Intern

- Wrote GUI code to support medical research applications
- Designed molecular structures for use in 3D Printing to be utilized for educational outreach
- Assembled work stations to support lab growth

Projects

"Space Maze" Game

Jan – Mar 2016

- Constructed a game using an Arduino, Atmega1284, joystick, 16x32 LED Matrix and dual speaker system
- Designed and implemented several Concurrent State Machines in C to perform the logic of the game
- A quick demo can be found at <https://www.youtube.com/watch?v=efGDMYA2zpl>

"Melody Matcher" Game

Jan – Mar 2015

- Worked in HTML, JavaScript and CSS with another CS student to build a musical educational Web App
- The repository (with a link to the Web App) can be found at <https://github.com/MiaoXiao/Melody-Matcher>

Skills

- Software Language Skills: C/C++, Python, Bash, Java and Objective-C
- Rational approach to problems with the ability to break down complex procedures into multiple simple tasks which can then easily be assigned algorithms
- Excellent communications skills both written and verbal