Stanley Ari Cohen

514 Kristen Court, Encinitas, CA 92024
(760)846-6814; a12n@mac.com

Objective

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

Education

University California Riverside **Sept 2013-June 2017**
Bachelor of Science in Computer Science

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 Design 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
- 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 Constructed State Machines in C to perform the logic of the game
- A quick demo can be found at `https://youtu.be/efGDMYA2zpI`

"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 tasks which can then easily be assigned algorithms
- Excellent communications skills both written and verbal