Kevin A. Wilczynski

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Current Objective
Support efforts involving research and development into the next generation of software technologies. Further develop programming skills and become an subject matter expert within a specific program or area of emphasis.

Future Objective
Refine technical knowledge within a specific aerospace system/program, and become a subject matter expert.

Education
B.S. Computer Science, California State University Northridge (CSUN)

Experience
Student Researcher: California State University Northridge
- Programmer for Autonomy Research Center for STEAHM (ARCS).
- Working with Husky UGV Outdoor Field Research Robot from Clearpath Robotics .
- Research and development of mapping techniques for navigation systems of autonomous drones using LIDAR and Intel RealSense depth cameras.
- Research into integrating multiple sensors and cameras to build a 3d Mesh of environment.

Lead programmer (Rock-SatX): College of the Canyons
- Programmed communication system to upload with the iridium satellite network to offload the data before impact.
- Programmed probes mission critical systems, which included integration with NASA's sounding rocket data lines, activation of probes deployment motors, and activation of servo locks to deploy autorotation fins.
- Co-designed custom PCB for probes communication system.

Student Researcher: College of the Canyons
- Programmer for High Altitude Space Program (HASP).
- Worked on flight systems which included activation of onboard heating elements to keep components at optimal temperature.
- Worked on post-flight data modeling and cleaning.

Skills
- Machine Vision
- Data warehousing
- Data collection
- Web Scraping
- Write Unit Tests
- Embedded systems
- PCB design
- Microcontrollers
- Reverse engineering components with no docs
- Building front end UI to view data in most meaningful way to task on hand
- Able to write Integrated Subsystem Testing Reviews (ISTR)/ Subsystem Testing Reviews (STR)
- Able to write detailed code documentation.
- Various types of machine learning techniques
- Rapid prototyping with off shelf components

Technology Summary
- Programming/Languages: Python, C/C++, Java, Javascript, MySQL; HTML;
- Frame Works: React , React Native, Flask ,Django
- Operating Systems: MacOS, Linux(Ubuntu), Window
- IDE Tools: Atom, Xcode, Netbeans, Bash/Zsh ,Visual Studio
- Software Technologies: OpenCV , TensorFlow , PyTorch ,GIT
- Embedded systems: AVR Chips, PIC, ATMega series, Arduino Platform, Raspberry Pi Platform