

Scott T. Myers

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EDUCATION	Bachelor of Science in Electrical Engineering <i>The Pennsylvania State University, University Park, PA..... May 2018</i>
WORK	Software Engineer (QorTek Inc) June 2018 – Present
EXPERIENCE	<ul style="list-style-type: none">• Write C# code to develop system featuring ethernet communication, data processing, visualization, file I/O, asynchronous/parallel tasks, and more.• High speed, low latency networking code for gigabit speeds (server and client).• Design and improve GUI using Windows Forms and Dock Panel Suite.• Develop class library of modular code following industry practices.• Designed, tested, and implemented scripts to analyze, verify, and validate system performance. Results improve efficiency and help isolate bugs.• Utilize APIs in various languages to create automated testing programs.• Delegate tasking to meet deadlines and teach junior employees.• Communicate directly with customers to ensure needs are being met. Test & Automation Intern (Solid State Ceramics) August 2017 – May 2018 <ul style="list-style-type: none">• Created automated testing program with closed-loop controls using LabVIEW.• Program increased manufacturing bandwidth by over 400%.• Wrote code to interface between devices using APIs and communication protocols.• Independently devised, created, tested, and integrated new hardware into test setup to aid in R&D initiatives. Engineering Intern (QorTek Inc) May 2017 – August 2017 <ul style="list-style-type: none">• Designed and tested attitude control system for small satellites using C#.• Wrote scripts for embedded hardware using C and BGScript.• Utilized Bluetooth and UART communication to transmit and receive data.
PROJECT	Personal Website..... August 2019 - Present
EXPERIENCE	<ul style="list-style-type: none">• Ongoing project to learn web design and additional coding platforms as needed.• Hosted using GitHub Pages and based off Jekyll.• Writing posts to practice technical writing and start discussions with other users.• Documenting progress, making updates, and learning necessary skills.• Intended to be long-term hub for self-taught projects in various coding languages. Dungeons and Dragons Hub.....Fall 2019 - Present <ul style="list-style-type: none">• C# program designed to handle majority of player needs during play time.• Developed file I/O, number processing, save/loading, with more features planned.• Actively working with players to add requested features.• Applying self-taught skills while conforming to best standard coding practices.• Documented status and functionality on website with pictures and explanations. Video Game Performance Analysis.....Fall 2019 - Present <ul style="list-style-type: none">• Python program to analyze performance statistics and find patterns.• Access multiple APIs and parse JSON data to gather large variety in performance indicators.
SKILLS	Programming – C#, .NET, Python, JavaScript, C, C++, Verilog, Java, XML. Software – Visual Studio, SVN, Git, LabVIEW, PyCharm, Vivado, Eclipse, Windows, IntelliJ. Comp. Sci. – Rest API, OOP principles, data structures, algorithms, design patterns.
CERTIFICATIONS	ISO 9001:2015 Internal Auditor <ul style="list-style-type: none">• Perform internal audits to assess company metrics. This includes interviewing key personnel, writing policies, and ensuring regulations are being followed.