

# Thomas J. Stepp

630-842-1284  
tom.j.stepp@gmail.com

## PROFESSIONAL EXPERIENCE

<b>Software Engineer, Boeing AvionX</b>	December 2017 – Present
<ul style="list-style-type: none"><li>Architect of continuous integration suite for flight software team of 150 developers</li><li>Develop website to provide accessible software metrics to enable management decisions</li><li>Streamlined code generation times from 10 to 1.5 hours via parallelization and caching server</li><li>Scrum master for Model-Based Development Processes and Tools team</li><li>Plan and lead team through software upgrades of Matlab, Atlassian products, and Git</li></ul>	
<b>Network Engineering Intern, Facebook</b>	Summer 2016
<ul style="list-style-type: none"><li>Created scripts for automation of network switch testing with Tcl and Ixia hardware API</li><li>Developed driver for IC chip with C++ to improve Wedge100 switch function and reliability</li><li>Assisted with switch setup and procedure standards to maximize the team's productivity</li></ul>	
<b>Systems Engineering Intern, GE Aviation</b>	Summer 2015
<ul style="list-style-type: none"><li>Produced MATLAB software tools to automate test validation for LEAP and Passport 20 engines</li></ul>	
<b>Data Analyst Consultant, McDonald's Corporate</b>	Summer 2014
<ul style="list-style-type: none"><li>Created a process to standardize the financial coding of 20,000 products sold on the website</li></ul>	

## EDUCATION

<b>University of Southern California</b>	Summer 2021
<ul style="list-style-type: none"><li>M.S. in Computer Science</li><li>Relevant Courses: Web Technologies, Database Systems, Analysis of Algorithms</li></ul>	
<b>Purdue University</b>	May 2017
<ul style="list-style-type: none"><li>B.S. in Electrical Engineering</li><li>Relevant Courses: Software Engineering Tools, Algorithms &amp; Data Structures, OO Programming</li></ul>	
<b>Universidad Carlos III de Madrid (Study Abroad)</b>	Spring 2016
<ul style="list-style-type: none"><li>Completed engineering courses and projects in a culturally diverse environment</li></ul>	

## DESIGN PROJECTS

<b>React News Website</b>	Spring 2020
<ul style="list-style-type: none"><li>React front-end allows users to browse, share, and bookmark news articles from their browser</li><li>Node.js + Express back-end provides news articles from the NY Times and The Guardian APIs</li></ul>	
<b>Flask News Website</b>	Spring 2020
<ul style="list-style-type: none"><li>Plain JavaScript front-end provides user search, word-cloud, and slideshow of top articles</li><li>Python + Flask back-end provides news articles from Fox News &amp; CNN via Google News API</li></ul>	
<b>UNIX Socket Programming</b>	Spring 2019
<ul style="list-style-type: none"><li>Five C/C++ programs which provide system for storing, querying, &amp; calculating network delays</li></ul>	
<b>USB Audio Headphone Amplifier</b>	Spring 2017
<ul style="list-style-type: none"><li>Programmed Tiva Microcontroller in C to display volume meter and equalizer</li><li>Interfaced with touchscreen to display GUI, and digital potentiometers via SPI</li></ul>	
<b>Computer Security Python Projects</b>	Spring 2017
<ul style="list-style-type: none"><li>Used Python to write encryption algorithms such as AES and RSA</li><li>Wrote firewall filters and buffer overflow attack programs</li></ul>	
<b>Game Programming</b>	Fall 2016
<ul style="list-style-type: none"><li>Created Super Mario-like game for Windows machines in Java</li><li>Created the classic Zork text-based game in C++ to play on a terminal</li></ul>	

## LEADERSHIP EXPERIENCE

<b>Community Outreach Focal, Boeing (Long Beach Site)</b>	Summer 2018 - Present
<b>Faculty Committee Chair, ECE Student Society</b>	2015-2017
<b>Eagle Scout, Boy Scouts of America</b>	January 2012