Thomas J. Stepp

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PROFESSIONAL EXPERIENCE December 2017 - Present Software Engineer, Boeing AvionX Architect of continuous integration suite for flight software team of 150 developers Streamlined integration from 10 to 1.5 hours via code generation, parallel toolbox, and caching server Build Matlab/Simulink development tools such as the signal manager and message logger Continuous improvement and support of integrated simulation for testing of system design Plan and lead team through software upgrades of Matlab, Atlassian products, and Git Scrum master for Model-Based Development Processes and Tools team Summer 2016 **Network Engineering Intern, Facebook** Created scripts for automation of network switch testing with Tcl and Ixia hardware API Developed driver for IC chip with C++ to improve Wedge100 switch function and reliability Assisted with switch setup and procedure standards to maximize the team's productivity **Systems Engineering Intern, GE Aviation** Summer 2015 Produced MATLAB software tools to automate test validation for LEAP and Passport 20 engines Data Analyst Consultant, McDonald's Corporate Summer 2014 Created a process to standardize the financial coding of 20,000 products sold on the website **EDUCATION University of Southern California** Summer 2021 M.S. in Computer Science Relevant Courses: Analysis of Algorithms, Computer Networking **Purdue University** May 2017 B.S. in Electrical Engineering Relevant Courses: Software Engineering Tools, Algorithms & Data Structures, OO Programming Universidad Carlos III de Madrid (Study Abroad) Spring 2016 Completed engineering courses and projects in a culturally diverse environment **DESIGN PROJECTS** Senior Design Project: USB Audio Headphone Amplifier Spring 2017 Programmed Tiva Microcontroller in C to display volume meter and equalizer Interfaced with touchscreen to display GUI, and digital potentiometers via SPI **Computer Security** Spring 2017 Used Python to write encryption algorithms such as AES and RSA • Wrote firewall filters and buffer overflow attack programs Fall 2016 **Game Programming** Created Super Mario-like game for Windows machines in Java Created the classic Zork text-based game in C++ to play on a terminal The Useless Box Fall 2015 • Created embedded C algorithm to close box and perform tasks with a combination of switches

LEADERSHIP EXPERIENCE	
Community Outreach Focal, Boeing (Long Beach Site)	Summer 2018 - Present
 Inspire 6th - 12th grade students to pursue STEM careers through interactive projects 	
Faculty Committee Chair, ECE Student Society	2015-2017
 Connecting students and faculty to create a better learning environment for all ECE stu 	dents
Eagle Scout, Boy Scouts of America	January 2012

Executed workshop to teach essential outdoor skills, igloo camping and orienteering