MATTHEW BENNETT

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DESCRIPTION

Lifelong engineer who enjoys wearing multiple hats, with depth in service oriented and REST architectures, embedded systems, modeling and simulation, and 3D Visualization. My goal is to learn new technologies to make a positive impact.

SKILLS

Languages

- Java/EE 1.8, C++14, C, C#, bash, Python, HTML/CSS, Javascript.

Methodologies and Tooling

- **SW Engineering:** Design Patterns, Scrum, Pair Programming, Continuous Integration/Deploy,Test Driven
- **Libs/APIs:** Mockito, JMS, WS/REST, Angular, Spring, Hibernate/JPA, GL, JSON, XML, SDL, .Net, STL, SQL
- **Platforms:** Linux (CentOS, RHEL, deb), AWS, Windows, Web, MPI, JBoss, embedded, Android, PDE
- **Apps:** MATLAB, LaTeX, Jenkins, JIRA, Nexus, SonarQube, git, Eclipse, SOAPUI, JAXB/JAX-WS, Visio, Sketchup

EXPERIENCE

Sr. Software Engineer II 2014-Present
Raytheon Space and Airborne Systems

- Worked on optical, radar, and mission software in the aerospace defense domain
- Product owner responsible for translating 86k LOC ADA code to C++. Introduced custom transpiler to meet.
- Architected and contributed to Eclipse-based MDK, an IDE/SDK for developing and simulating Radar mode SW.
- Responsible for the design and development of twelve Java SOA mission microservices, including a 96k LOC Radar emulator (primary author). Acted as Certified Scrum Master for team of 6-12 engineers (fluctuating).

Software Engineer, Sr. Software Engineer 2008-2014
Raytheon Network Centric Systems, Raytheon Integrated Defense Systems

- Worked on a wide variety of problems engineering new technology to the civil security domain
- Provided security and assessment capabilities through software solutions at major national political and sporting events and to National, State, and Local government agencies including at Boston Marathon, Port Authority, etc.
- Provided technical and non-technical briefings to customers/vendors, acted as engineering liaison
- Technologies: Sensors, Trackers, Command and Control, GIS, Middleware, 3D Modeling, Statistical Analysis, USB/Embedded, Modeling and Simulation Algorithms, Client/Server, Coordination.
- Systems engineering experience: proposals, ICDs, scheduling, costing, requirements, IV&V, M&S

Graduate Research and Teaching Assistant, Lab Administrator 2002-2008
University of Southern Mississippi, School of Computing

- SportEvac: Homeland Security grant, utilizing C++, Sketchup, OpenGL, physics: 10^4 3D physical sim agents. Developed algorithms: artificial intelligence, behavioral modeling, and physical feedback for panic.
- Developed Humane Assembly Language Tool (HALT); ASM IDE presenting a machine simulation to students.
- Performed Scientific visualization research in the OpenGL/CAVE environment. Graded and tutored.
- Managed computing and network services for two open computer labs, two research labs.

EDUCATION

University of Southern Mississippi 2001-2005, 2005-2007

- B.S. (Dual), Computer Science and Mathematics (3.89 GPA)
- M.S., Computer Science (3.81 GPA)

REFERENCES

- Available Upon Request