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Objective

Lead team members by example—directly contribute to projects, while coordinating the effort of team members; leverage social skills to empower other contributors; continue developing both technical and leadership engineering skills.

Experience

- **Senior Software Engineer**, Cognex Corporation; Portland, OR 2017-Present
 - Team Lead—Next Gen Camera System Software
 - Requirements Elicitation, Project Planning
 - Design consultation
 - Change-Request & Escalation Triage
 - Specification & Design Review
 - 50% direct contribution in addition to above responsibilities
 - Multi-site, multi-team environment; Agile/Scrum development model from 2018
 - *Other details as below*
- **Software Engineer**, Cognex Corporation; Portland, OR 2016-2017
 - Engineering Change Orders for product release
 - Collaboration Tools Initiative guild member
 - Update company-wide collaboration tools
 - Consolidate inter-BU engineering environments, knowledge bases, standards, etc.
 - *Other Details as below*
- **Associate Software Engineer**, Cognex Corporation; Portland, OR 2014-2016
 - C, C++; Visual Studio; TI Build Tools; Git; CMake
 - “In-Sight” industrial vision systems firmware
 - Specification and implementation
 - Code review, Unit Testing, and Change Requests
 - Product Configuration procedures, data storage, tools
 - Multi-site, large-team environment; Waterfall development model
 - President’s Award for update to internal product configuration tools (2015)
- **Software Engineering Intern**, Vprime, LLC; Portland, OR 2013-2014
 - C#, C++; Visual Studio, Git SCM; MSBuild
 - Compliance systems: VPG-2100, VTF-501, VPG-S100
 - Compliance software to verify against VESA standards: DisplayID, EDID, E-EDID
 - Small-team environment; Agile development model
 - Vied for, planned, and executed transition to Git from MS Visual SourceSafe

Education

- Undergraduate: Portland State University 2008-2014

Skills / Interests

- **Tools:** Visual Studio, Eclipse, Git, SourceSafe, GDB, Code Composer Studio, Oracle VM Virtual Box, Enterprise Architect, yEd Graph Editor
- **Environments & Platforms:** DSP, ARM, Win32, .NET, JRE, node.js, django
- **Languages Used in Workplace:** C, C++, C#, Java, JavaScript, Shell, UML
- **Languages Used Recreationally:** Python, CMake, Powershell, SQL, Go, Rust, Haskell, HTML, CSS, PHP, Ruby, Visual Basic