

Bryan T. Stovall

4515 W. Rushmore Dr. Anthem, AZ 85087 | 623-606-3066 | bryan.thomas.stovall@gmail.com

Objective

To obtain a position that is both personally and professionally fulfilling in the Computer Engineering industry.

Education

BACHELOR OF SCIENCE | DECEMBER 1997 | ARIZONA STATE UNIVERSITY

- Computer Systems Engineering

MASTER OF ENGINEERING | DECEMBER 2011 | ARIZONA STATE UNIVERSITY

- Software Engineering

CERTIFIED SCRUM MASTER | DECEMBER 2014 | SCRUM ALLIANCE

Software Engineering Skills & Abilities

- Capability Maturity Model Integration (CMMI)
- Object Oriented Modeling & Programming (OOA, OOD)
- Unified Modeling Language (UML)
- Model View ViewModel (MVVM) Design / Dependency Injection
- Service Oriented Architecture (SOA)
- Agile Software Development
- Software/Hardware Integration
- Common Object Request Broker Architecture (CORBA)
- Embedded Software Development (Real Time OS, Device Drivers, Bluetooth)
- Programming Languages
 - C#, C/C++, Java, Pascal, Lisp, FORTRAN / Assembly: 68000, 6800, HC6811
- Graphical User Interface Design and Implementation using Human Centered Design
 - Windows Presentation Foundation (WPF)
 - Qt Event Driven GUI Development Framework
- Relational Database Design and Use
 - Structured Query Language (SQL)
 - MySQL, MS SQL Server, JDBC, Sybase SQL/Adaptive Server, MS Access, Borland InterBase
- Scripting
 - Practical Extraction Report Language (PERL)
 - UNIX Shell Scripting / Windows DOS Batch Scripting
 - Microsoft PowerShell Scripting

- Integrated Development Environments (IDEs)
 - Microsoft Visual Studio 2005- 2017
 - Android Studio, Eclipse, IAR Workbench, Borland JBuilder, Sybase PowerBuilder
- Networking
 - Open Systems Interconnection (OSI) Layered Networking
 - Client/Server Application Development
- Internet/Web Development
 - LAMP Stack (Linux, Apache, MySQL, PHP)
 - HTML 5, CSS 3.0, XML / Hypertext Preprocessor (PHP) / Active Server Pages (ASP), VBScript
 - Common Gateway Interface (CGI) / JavaScript, Java Applets, JDBC, Java Servlets
- Operating Systems
 - Operating System Architecture / Design
 - UNIX, Linux / Windows 95->10 / VxWorks, Liberty
- Applications
 - Microsoft Office Suite (Word, Excel, PowerPoint, Outlook, Visio, Access, Publisher)
 - Source Control: Git / Subversion (SVN) / ClearCase
 - Jenkins Automated Build Server
 - Adobe Tools (Premiere, InDesign, Photoshop, Illustrator, Dreamweaver, Fireworks)
 - Editors: vi, Emacs, Notepad++
 - Firefox & Chrome (Including Developer's View), Thunderbird, FileZilla
 - Debuggers: GNU Debugger (GDB), Purify
 - Object Team (Object Oriented Modeling & Design Tool)
 - Graphic Design/Manipulation: Inkscape

Hardware Engineering Skills & Abilities

- Computer System Architecture & Design Including:
 - Digital Logic / System Components (RAM, ROM, BUFFERS, I/O Devices)
 - Knowledge of PC Hardware
 - Raspberry Pi Single Board Computer / Raspbian OS
 - Arduino Open-Source Electronics Platform
 - Knowledge of Peripheral Component Interconnect (PCI) Bus Architecture
 - MCP750 Computer Board, MCP750 PPC, Motorola 68000, HC6811, 6800 Microprocessors
 - Communications Systems Analyzer, Oscilloscope, Spectrum Analyzer, Logic Analyzer

Professional & Personal Skills

- Self-Motivated / Team Player Attitude
- Active Security Clearance
- Exceptional Communication & Presentation Skills
- Proven Technical Writing Skills

Experience

SENIOR ADVANCED SOFTWARE ENGINEER | GENERAL DYNAMICS C4 SYSTEMS/RANGE PROGRAMS | NOVEMBER 2017 – PRESENT

RANGE DEVELOPMENT

- Developed Client and Server in .net/C# using Google based Remote Procedure Call (gRPC) Architecture to monitor and report Service Performance Data
- Developed Module for Range Viper Console using Prism/MVVM to present real-time service performance data in a WPF based GUI for multiple systems in a distributed environment.

TEST / INTEGRATION

- Traveled to U.S. Naval Air Systems Command (Patuxent River, MD) to receive training for the Next Generation Threat System (NGTS) usage and software development
- Created C++ Plugin for NGTS that allowed for extraction of simulation scenario data
- Created C++/C# Bridge using Google Protocol Buffers to integrate external data for Application Test and Verification.
- Developed and Executed Formal Acceptance Tests (FAT) test for Australian Customers.
- Traveled to Huntsville, AL to receive training for the FLEXible Analysis Modeling and Exercise System (FLAMES)

MOBILE APP DEVELOPMENT

- Updated ARES CREWS Android application using Java programming language
- Redesigned Radar View showing Geolocation of Tracked Entities
- Traveled to Multinational Aircrew Electronic Warfare Tactics Facility Polygone (Germany/France Border) to deploy updated Android App

CORE DEVELOPMENT

- Develop Memory-Managed Wrappers using C++/CLI for existing Unmanaged C++ Libraries to allow their use in a Memory-Managed Runtime Environment with .net/C#
- Created/Maintained Jenkins Based Automated Build Server capable of producing entire line of software products from a Git Source Controlled Environment.

STAFF SOFTWARE ENGINEER INFORMATION ASSURANCE (IA) | GENERAL DYNAMICS C4 SYSTEMS/TGS | OCTOBER 2015 – OCTOBER 2017

- Applied security updates (automated and scripted) to update Windows based computers to satisfy DoD Security Technical Implementation Guide (STIG) Requirements.
- Implemented Windows PowerShell scripts to automate the application of security updates and patches.

STAFF SOFTWARE ENGINEER | GENERAL DYNAMICS C4 SYSTEMS/RESCUE 21 | MARCH 2014 – OCTOBER 2015

- Analyze and Resolve Problem Correction Reports in Service Oriented Architecture
- Redesign System Test tool in .Net/C#/WPF used to test system coverage of target vessels
- Implemented WPF based GUI to facilitate loading of encryption keys onto secure system

RADAR PLATFORM CLIENT LEAD SOFTWARE ENGINEER | GENERAL DYNAMICS C4 SYSTEMS/RANGE REPLACEMENT RADAR PROGRAM | OCTOBER 2013 – MARCH 2014

- Develop complex application using .Net/C#/WPF providing GUI to allow operator quick status of testing range and configure radars for mission.
- Work with Customer to gather system requirements and develop enhancements
- Derive Software Level Requirements from Subsystem Requirements.
- Work with Hardware counterparts to develop test/integration tool.
- Utilize Microsoft Prism & Microsoft Unity Dependency Injection Container

ADVANCED RANGE ENHANCEMENT SYSTEM SOFTWARE ENGINEER | GENERAL DYNAMICS C4 SYSTEMS/RANGE RADAR PROGRAMS| JUNE 2013 – OCTOBER 2013

- Develop complex graphing using .Net/C#/WPF tool to plot recorded data for post mission analysis.
- Utilize Infragistics WPF Libraries to present high density plot allowing on-the-fly scaling and customization.
- Implement C++ wrapper for Geographic Translator (GeoTrans) to convert between various geospatial coordinate systems.

DDS INTEGRATION LEAD SOFTWARE ENGINEER | GENERAL DYNAMICS C4 SYSTEMS/TACTICAL AIRSPACE INTEGRATION SYSTEM| SEPTEMBER 2011 – MAY 2013

- Design and Implemented Interface to Army Data Dissemination Service to integrate data provided by various mission entities into the TAIS System.
- Develop PERL script to parse entire project code base and scrub sensitive information
- Develop an application that implements a plug-in architecture and provide a GUI implemented using .Net/C#/WPF to facilitate the integration of various data sources into the TAIS system.

LW LAPTOP AUDIO CAPABILITIES LEAD SOFTWARE ENGINEER | GENERAL DYNAMICS C4 SYSTEM/LAND WARRIOR| FEBRUARY 2006 – SEPTEMBER 2011

- Design, Code, and Test Land Warrior Laptop Audio System using .Net/C#/WPF
- Design, Code & Test Embedded SW Applications in a C++/Linux environment
- Integrate Complex Software/Hardware Systems
- Design, Code & Test GUI Applications using QT running on an Embedded Linux OS
- Provide tech support to colleagues/business partners developing military applications
- Manage Subcontractor Relationships
- Travel to U.S. Army bases to facilitate the installation and integration of Land Warrior Gateway into military vehicles.

SOFTWARE ENGINEER | BUZZEO, INC. | OCTOBER 2000 – FEBRUARY 2001

- Develop and Maintain tools for development and deployment of Enterprise Java Beans
- Modify & Enhance application GUI using the Java programming language and CORBA
- Validate the use of Rules aware EJB's using the Blaze Rules Engine

**SOFTWARE/INTEGRATION ENGINEER | MOTOROLA SSTG | AUGUST 1998 – SEPTEMBER 2000
WIRELESS INFORMATION TRANSFER SYSTEM / DIGITAL MODULAR RADIO (DMR)**

- Direct Contributor to Motorola/s victory in competition for U.S. Navy's selection of a DMR
- Perform System Level Software/Hardware Integration
- Work closely with members from all areas of project (HW, SW, Marketing)
- Travel in support of WITS in the field for both Customers & 3rd Party Developers
- Design, Code and Test ANSI C code based on CORBA
- Configure/Maintain Board Support Package (BSP) for MCP750 computer board running VxWorks
- Participate in WITS System Architecture & Peer Review meetings

**SOFTWARE ENGINEER | MOTOROLA SSTG | MARCH 1998 – JULY 1998
INFORMATION SECURITY DIVISION**

- Develop and Test intra-process messages
- Design and Implemented project specific tools using C++
- Perform database conversion/upgrade activities

**SOFTWARE ENGINEER | MOTOROLA SSTG | SUMMER 1997
JSTARS/C41**

- Research and Evaluate software development tools
- Maintain and Developed UNIX shell scripts and C++ code
- Design & Create shell scripts to parse and replace variable names in source code

**SOFTWARE ENGINEER | MOTOROLA SSTG | SUMMER 1996
INTEGRATED PROCESS SEGMENT**

- Design & Create Intranet Web Pages containing process related information
- Support Effort Tracking System Database Web Application

**SOFTWARE ENGINEER | MOTOROLA SSTG | SUMMER 1995 – SPRING 1996
DISTRIBUTED COMPUTING GROUP**

- Assisted in the configuration and maintenance of UNIX based networks
- Design and Code shell scripts and C programs to aid in system maintenance
- Design and Create Internet web pages for Motorola WWW server

REFERENCES AVAILABLE UPON REQUEST