

Evan Plett

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www.evanplett.com/resume

RELEVANT SKILLS

- Software Design & Architecture
- Software Documentation
- C++, C#, Java
- CMake
- HTML, JavaScript, PHP
- Mercurial
- Team Collaboration
- Process Improvement
- Software Project Management

PROFESSIONAL PROFILE

Software Engineering/Architecture specialist with experience in project planning and management. Relevant accomplishments include receiving multiple commendations for using resource management, teamwork, and leadership skills to keep projects on cost and on schedule. Holds a United States Federal Government Security Clearance.

EDUCATION

Master of Science in Computer Science **February 2017**
Colorado Technical University - Colorado Springs, CO,
Concentrations: Software Engineering & Database Systems

Bachelor of Science in Computer Science **June 2011**
California State University San Bernardino - San Bernardino, CA

CERTIFICATES

DAWIA

Test and Evaluation Level 2
Engineering Level 2

CMU SEI

Software Architecture Professional
Service-Based Architecture Professional

EXPERIENCE

Software Engineer (Journey/ Senior) **8/2016 – Present**
NAVAIR, China Lake, CA

- Create, analyze, and document software requirements, architecture, and design for multiple projects including a paradigm-shifting, data-centric, client-server display system and multiple simulation based training systems.
- Perform the role of lead software engineer of the Advanced Projects team by mentoring junior employees, instructing team members on software engineering skills, and developing a highly qualified team.
- Design and develop elements of software projects using C++, Qt, CMake, and Python.
- Provide engineering guidance by interfacing with partner organizations and junior employees to successfully navigate project inception, proposal, initiation, and long-term planning.
- Develop and present "Brown Bag" trainings on specific technologies, methodologies, and software engineering principles that simultaneously inform co-workers/management while also initiating dialogue that will further the organization.

Software Engineer (Intermediate) **5/2014 – 8/2016**
NAVAIR, China Lake, CA

- Analyzed current systems to identify and develop key existing functionalities into a new 3D graphical display system, using C++ and Qt. This provided the cost and schedule baseline for a system conversion feasibility study which was Federally published.
- Designed and developed the foundational components of a C++ API Framework that enabled the organization to more effectively integrate products with various display systems, allowing the organization to take advantage of opportunities that would otherwise be out of reach.
- Elicited customer needs in order to design and develop (in C++ and Qt) a proof-of-concept for a front-end user interface of a data-centric display system, creating opportunities for further development among multiple DOD competencies.
- Led, collaborated with, and instructed junior employees in designing and developing multiple

December 2017

vehicle simulation prototypes using C# and the Unity3D game engine.

- Received 2 On-The-Spot awards for completing both assigned and additional tasking during time and resource constrained periods, allowing my projects to remain on cost and on schedule despite unforeseen circumstances.
- Completed the Engineer Scientist Development Program (ESDP) program - requiring 300 hours of developmental training, various certifications, and performance at Journey level - in 85% of the planned time.

Software Engineer (Entry-Level)

7/2012 – 5/2014

NAVAIR, China Lake, CA

- Completed several rotational tours working with teams to develop software in C++, Java, and using the Android SDK.
- Took initiative during tours to improve processes and projects by taking on extra tasking such as setting the example for defect tracking and creating an interactive process flow diagram using HTML and JavaScript.

Information Security Intern

7/2010 – 9/2010

NAVSEA, Keyport, WA

- Expedited Naval IT systems' compliance with DoD Cyber Security policy by developing Linux shell scripts that allowed faster deployment.

Programming Engineer Intern

6/2009 – 9/2009

Lockheed Martin, Ridgecrest, CA

- Enhanced the capabilities provided to end-users by modifying the console-based user interface of a radar controlling operating system.
- Created a software utility that allowed radar system operators to remotely administer a radar receiver's self-diagnostic test which reduced time and effort required to verify and troubleshoot the system.

IT Intern

6/2008 – 9/2008

Lockheed Martin, China Lake, CA

- Increased the situational awareness of range customers by expanding and upgrading mission control computer bays that increased effectiveness of system tests.
- Utilized Google's "SketchUp" to create 3D images to clarify textual information and parameters allowing range customers to use information effectively.

