

## Skills & Qualifications

- Top Secret (SCI eligible) Clearance
- *Learning as Leadership* We-Lead Graduate
- Engineering Practice Leadership
- Engineering Discovery
- Led large engineering teams
- Bidding and Proposals
- Customer Relations and Steering
- Personnel Manager
- Technical Briefing and Teaching
- B.S in Computer Science
- Minor in Mathematics
- Software Architecture
- Software Engineering
- Systems Engineering
- Reactive Architectures
- Domain Driven Design
- Microservices
- Web Applications
- Library and API Design
- User interface design and development
- Distributed Systems
- Advanced Consulting

## Accomplishments

- Executed programs as lead engineer of over 100 people
- NAVAIR Mentor of the Year
- Recruiter and Interviewer
- Achieved Staff 2 level promotion in extremely competitive, volatile corporate environment
- Steered highly opinionated clients and organizations to better engineering practices through consulting influence
- Winner of Best Paper in Collaboration, Integration, and Innovation at Technical Conference
- Worked with nearly all branches of the military
- Developed curriculum and taught course to 3 US agencies and 3 foreign countries
- Mission Data Subject Matter Expert before graduating college

DOCKER • KUBERNETES • NETWORKING • KOTLIN • JAVA • SPRING • JAVASCRIPT • HTML • CSS • REACT • GRAPHQL • GIT • AGILE • LINUX • WINDOWS

## Work Experience

### Director Solutions Architecture / Principal Solutions Architect, Clarity Innovations October 2024—Present

- Develop a community of practice, standards, and patterns for Solution Architecture.
- Works directly with customer leadership to steer technical direction.
- Operates as the Lead Architect of the KRADOS mission system, leading a technical team of over 100 individuals.
- Make team leadership decisions including team structure, team staffing, and tasking.
- Develop patterns and architectural components to be leveraged by apps and services within the mission system suite.
- Originator of many KRADOS-X architectural patterns and technical decisions, leveraged Domain Driven Design to establish them

### Staff 2 (Director Equiv.) Solutions Architect, Broadcom/VMware Inc. April 2021—October 2024

- Led organizations through complicated consulting relationships.
- Developed evaluation rubrics and criteria to drive consistent evaluation of skills across numerous cohorts.
- Architect of complex mission software systems and platforms including KRADOS and Army Software Factory applications.
- Support Army as Engineering practice lead for 60+ solidier engineers. Led the practice to grow strong software engineers.
- Supported numerous DoD agencies in the production and modernization of software solutions.
- Teach service members of various skill levels software engineering techniques and practices.
- Institute best engineering practices across large organizations including lean and extreme programming.

### Chief Engineer, L3Harris Rockwall January 2019—April 2021

- Lead engineer over complex Intelligence Surveillance Reconnaissance (ISR) system of record.
- Managed a team of 40+ software, systems, and test engineers.
- Grew and trained a leadership team to effectively lead the large team.
- Successfully transitioned the large program to agile software methodologies.
- Developed an architecture that would enable deployment of the complex mission system to the cloud.
- Changed the way we track engineering charging and tasks to better inform future bids.
- Actively involved in all phases of the proposal and bidding lifecycle for multiple multi-million dollar contracts.
- Primary Engineering point of contact for customer, fostering a healthy relationship that lasted years after leaving.

### Tech Lead, L3 Technologies Greenville March 2017—January 2019

- Led an R&D project team from idea to successful demonstration in 1 year that consisted of concepts such as distributed systems, reactive architectures, microservices, containerization, and asynchronous programming.
- Designed a scalable, resilient software architecture from the ground up with applications including mission systems, ground systems, big-data analytics, and more.
- Successfully advocated for newer technologies and practices resulting in more capable products with less time and money spent by engineers.
- Developed and delivered briefs to multiple potential customers and collaborators.

### Software Team Lead, NAVAIR January 2013—March 2017

- Defined, documented, designed, and developed a software application for engineers and analysts to aggregate, analyze and visualize flight and lab test data. Utilized Government Off The Shelf (GOTS) software and other available libraries to provide customers a cost-efficient solution with the most capability in the shortest amount of time.
- Managed up to seven simultaneous engineers and interns included tasking, training, teaching, and technical guidance.
- Briefed product at technical meetings and demonstrations and increased the user base from one customer to four. In doing so, the project has received more funding each year.
- Created and communicated project plans and funding documents to management and the program office.

### Systems/Software Engineer, NAVAIR March 2008—March 2013

- Engineered complex testing and software solutions around airborne Radar Warning Receivers (RWRs).
- Developed curriculum and taught highly technical course to multiple DoD services and countries.
- Tested software and hardware running many different types and versions of operating systems.