

NORBERT

INFORMATION SYSTEMS / TECHNOLOGY TRAINING / DEVELOPMENT

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SUMMARY

Experienced in multiple software development areas with a demonstrated ability to come up with novel solutions to complex problems

- Results oriented team player; excellent interpersonal and communication skills with teams and all levels of management.
- Good problem resolution skills, including software efficiency improvements and resolving interface issues while interacting with customers and subcontractors.
- Adaptable with new skills and become proficient quickly.
- Created software to plan and configure security for a software-defined radio networks.
- Improved software algorithms for processing imagery/map data applications.
- Produced test plans and procedures for developed software.
- Analyzed software for error/memory problems.
- Adhered to software development life cycle from analysis, design, development, implementation, unit/integration testing, and maintenance.

KEY SKILLS

- **Language:** C/C++, Java, Perl, UNIX script, XML
- **Operating Systems/Platforms:** LINUX, UNIX (Sun/Solaris), VMWare
- **Configuration Management:** Clearcase/ClearQuest, Subversion
- **Database:** DB2, Oracle, Sql, Hibernate
- **Development Tools:** Ant, Eclipse, Purify, Clover
- Microsoft Office Suite

PROFESSIONAL EXPERIENCE

Experience Unlimited, Corona
Vice President, IT Committee

2010 – Present

Volunteer with Job Seeker group sponsored by State of California, EDD.

- Created training material for the use of Microsoft Office Suite (Word and Excel)
- Transcribed hard copy forms into documents that will be kept on the Experience Unlimited computers.
- Organized statistical information of the volunteer hours of the group members.

Northrop Grumman Corporation
Software Engineer 4**2001 - 2010**

Worked on several projects across a broad range of domains including network management, tactical information processing and monitoring, image/map processing and spacecraft command and control (C2)

- Utilized a standardized, extensive middleware product in the implementation of the startup, shutdown, and management of a network management system.
- Generated security key requests to be sent to an external source. Imported security key tags from external media and managed the key tags in database tables using Hibernate. Development was carried out in Java and C++, and used UML to create the design.
- Tested software developed for a tactical radio management system.
- Maintained a Tactical Internet application that monitored Situational Awareness of an Army unit on the battlefield. Improved the performance of this application by 10%.
- Maintained the application that monitored the status of platform devices used by a specific Army unit on the battlefield. Successfully cooperated with a subcontractor to resolve a major interface problem in their product that resulted in erroneous data being delivered to the main system. Both products benefitted from this intervention.
- Developed and designed software to parse and modify the metadata of imagery data. Create algorithms, using the imagery metadata, to manipulate and modify the final imagery product.
- Designed and developed new and modified user interfaces, as well as Oracle database tables, for a spacecraft C2 product. The interfaces were used to both manipulate spacecraft hardware values and display real-time spacecraft status.

Boeing/McDonnell-Douglas
Embedded Software Engineer**1993 - 2001**

Worked on a tactical program related to processing of Intelligence (INTEL) data

- Designed, developed, and maintained software for a client server Command, Control, Computers, and Communication INTEL system (C3I).
- Parsed incoming data (both textual and imagery), analyzed the INTEL data, and generated outgoing data.
- Involved in all aspects of the applications software (background, foreground, parsing of data, formatting of data, manual and automatic security downgrade of data, SQL databases, inter process communication, and multi processing).
- Provided direct customer support both on and off site.

EDUCATION

Bachelor of Science in Computer Science/Mathematics, University of Pittsburgh