

Ian T. Ernett

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OBJECTIVE

To obtain a position as a Software Engineer with The Boeing Company

EDUCATION

Embry-Riddle Aeronautical University (ERAU) Daytona Beach, FL
Master of Software Engineering May 2019
GPA: 3.72

Embry-Riddle Aeronautical University (ERAU) Daytona Beach, FL
Bachelor of Science in Computer Science December 2017
Minor in Mathematics
GPA: 3.23

PROJECT EXPERIENCE

Team Software Project – Served as development manager in a four-person team. Developed HTML-based commercial flight scheduling software using Python, Java, and JavaScript. Computerized the process of scheduling passengers, pilots, and aircraft for flights. Designed custom web server in Java.

American Institute of Aeronautics and Astronautics Design Competition – Developed an autonomous oxygen production and storage system to produce fuel on Mars for a future manned mission.

WORK EXPERIENCE

ERAU Center for Aviation and Aerospace Research Daytona Beach, FL
Software Engineer January 2010-Present

- Redesigned and engineered an object-oriented distributed real-time air traffic control simulation to add full 4D trajectories for aircraft navigation, controller conflict avoidance, and dispatch operations
- Engineered air traffic management decision support tools
- Interfaced real-time simulation with aircraft simulators and live aircraft using ADS-B
- Designed and coded inspections, quality assurance, and documentation

Sikorsky Aircraft Company Stratford, CT
Junior Software Engineer Intern April 2017-August 2017

- Performed unit tested navigation and flight instrument software for the Comanche
- Created desktop simulation software
- Participated in design and code reviews

Central Intelligence Agency Washington, DC
Computer Systems Analyst/ Programmer Intern April 2016-August 2016

- Collected requirements for developing necessary applications
- Programmed CGI utilizing C
- Attained Top Secret Security Clearance

COMPUTER SKILLS

Programming Languages: Ada, C#, C, C++, HTML, FORTRAN, IDL, Java, VB.NET
Python, JavaScript

Operating Systems: UNIX, Windows 98/2000/XP/2003, UNIX, Linux, DOS, Solaris

Software: Microsoft Office (Word, Excel, Access, PowerPoint), Microsoft Visual C++, Dreamweaver, Object Ada, Lotus Freelance Graphics, Adobe Photoshop, 3D Studio Max

Data Technologies: XML, SQL, SQL Server, Oracle, MySQL

Processes: Personal Software Process (PSP), Team Software Process (TSP)