

Jonathan T. Harris

Education

University of Central Florida

- 2004 - BS in Computer Engineering
- 2007 – MSIE in Industrial Engineering
- Presently perusing PhD in Industrial Engineering

Software Development

- Java 1.6, 1.7
- C# .Net Framework
- WCF
- ASP/ADO .Net
- Relational Databases

Hardware Integration

- Microcontroller
- FPGA
- Digital I/O control
- DSP audio

Project Management

- Lead Project Engineer
- Proposal Writing
- Defense Acquisition University – Systems Planning, Research, Development and Engineering Level III certified
- Systems Engineering Technical Review Process (SETR) Experience

Information Assurance

- DoD Cross Domain Experience
- DoD STIG compliance Experience
- Domain/Server Administration
- System Integration Planning
- Multitier Network Architectures
- Security+ certified, 2009

ACTIVE Lab Experience

- Speech Recognition
- Log Processing tool
- EPIC Simulation

References

Available upon request

COMPUTER ENGINEER

I am a detail-oriented software developer with 7+ years' experience in C# and Java. I value a learning centered environment and have a passion for working with leading edge technologies. I consider myself a professional and always strive for excellence. I feel that I can make an immediate contribution to any development team. *Technical proficiencies include:*

Software Technologies: IDE (Visual Studio, Netbeans, eclipse), Source Control (Subversion, M. Source safe), Frameworks (.Net 2.0-4.5, jdk1.6-1.7), Operating Systems (Solaris 10, Linux, Windows).

Summary of Qualifications

- **Leadership** - I have lead Project Teams of 5-8 engineers to successful deliveries.
 - I believe in a work culture that focuses on knowledge sharing in order to create an inclusive team environment.
- **Analytical Thinker** – I enjoy getting engrossed in trying to solve difficult problems
 - I believe in starting with a well thought out solution; however, I value being able to respond to change over following a plan.
- **Analysis & Design** – I am proficient in Object-Oriented Analysis/Design
 - I am skilled at translating user's problem statements to well-documented designs.
- **Development** – I'm proficient in C#/java software development
 - I have worked with third party APIs and drivers to interface with hardware/software.
- **Research** – I have worked on several research projects with a focus to advance our understanding of emerging technologies.

Professional Experience

Applied Cognition & Training in Immersive Virtual Environments Lab

March 2013- present

Assistant in Robotics, Modeling and Simulation

In March of 2013 I joined the ACTIVE Lab team at the Institute of Simulation and Training. While on the team I have had the opportunity to develop several software solutions to aid in the research goals of the lab. *Specific projects are detailed below:*

- *Speech Recognition and Recording:* I developed a software application that records audio from a Microsoft Kinect and detects key phrases said by participants in an experiment. This project conformed to the proprietary data logging framework used in the active lab.
- *Paper Game:* I developed a mock logistic supply chain game that will be used in experiments to evaluate participant's performance in controlled experiments.
- *EPIC Simulation:* I am the lead developer on a small team that is developing a versatile simulation engine geared towards laboratory experimentation. This simulation engine is a custom application designed to collect specific metrics that aren't commonly collected in commercial game engines.

Naval Air Warfare Center Training Systems Division , Orlando Florida

Concept Development and Integration Laboratory(CDIL)

2005-2013

Computer Engineer

I worked in the CDIL lab for the U.S. Navy as a civilian engineer. The CDIL is an R&D lab focused on training systems for Navy and other DoD customers. While in the lab, I have had the opportunity to work on numerous large scale software/hardware training applications. I helped develop training solutions ranging from simple User Interfaces to complex integrated systems of systems.

Cross Domain Engineer

In 2010 I was promoted to GS-13 and given the responsibility of managing the Communication Network Guard (CNG) cross domain solution project for the Navy. This \$1.5M project is a joint project for the Navy and Air Force distributed training ranges. In 2011 the project was granted interim approval to participate in the Air Force Northern Edge 11 training event. The team successfully bridged voice communications from the virtual training network to the live range radios (L-V). The proof of principle demonstration was successful and moved in to the formal accreditation process. Currently, the CNG guard is in the DSAWG Phase II review for full Authority to Connect to the NCTE training network.

- Communications Network Guard (CNG)
The CNG system is a cross domain voice guard designed specifically for real-time voice processing. It is capable of guarding IEEE1278 (DIS) signal and transmitter PDUs.