# **Kevin Kelley**

Freelance Software Engineer

30703 CR 28 La Junta, CO 81050 +1.719.980.0143 +63.945.304.6098 kevin@kelleysoft.com https://github.com/KevinKelley

#### **EXPERIENCE**

## **Ecosave Inc.**, Philadelphia, PA — Contract Programmer

2011 - PRESENT

Tenant-billing system for Comcast Tower, Philadelphia – utilities metering and apportionment system in Skyspark. Node.js server front-end for GUI, skyspark back-end for report generation, MSSQL database.

Psychrometry functions for skyspark - humidity changes as a function of heating/AC.

WebCTRL plugin to integrate WebCTRL with SkyFoundry's Skyspark data collection and analytics.

# **Houseworks Inc.,** Little Rock, AR — Carpenter, crew lead

2002 - 2011

Framing carpenter, and lead man on construction crew, in residential construction.

# **Starlight Software**, La Junta, CO — Freelance programmer

1995 - 2001

Freelance programmer, Java, Javascript, Perl. Large number of small jobs.

- Pulse/Oxygen home health monitor Java applet, Perl server.
- Digital Circuit Simulator, shipped on cd with textbook Java app.
- Game applets.
- JBrowse, a class browser and editor for Java, includes syntax highlighting and class decompiling.
- Cannery, a Jar/Zip file archiving utility, written in Java.

## **TTC**, Germantown, MD — technician to engineer

Mar 1990 - June 1995

Telecommunications Techniques Corp. manufactures test equipment for the telecoms industry. I started as a repair technician, going to night school, and was promoted to Assoc. Quality Engineer, then Test Engineer, then Software Engineer.

 As Software Engineer I designed and implemented UI framework, in C++ running on embedded RTOS for Motorola 68360 processor.

#### **SKILLS**

Monads.

Parsers and DSLs, using PEG, monadic, Earley, ANTLR, others.

D3 charting.

MSSQL, MySQL, MongoDB.

Node.js.

Skyspark, Fantom, Axon (analytics framework with JVM-based serverside, and pure-functional script DSL).

#### **AWARDS**

National Merit Scholarship, SAT 99.9th percentile

- As Test Engineer, I designed, implemented, and put into production a script-able test environment, to allow automated testing in manufacturing. C++/Windows, LL(1) parser, DDE pluggable test modules, IEEE-488 communications to test equipment.
- As Software Quality Engineer, I coordinated training for ISO9000 certification of SW lifecycle.
- As Repair Technician, I implemented a number of database query reports for inventory tracking, JIT restocking, issue tracking.

# **US Army**, Fort Ritchie, MD — *Telecom Technician*

Mar 1986 - Mar 1990

Maintained and repaired communications systems to component level; radios: VLF, HF, VHF, UHF, and satellite; muxes: SLC-24 / SLC-96 channel banks, FSK, STDM(programmable, 24 ch. onto 64K time slot), FDM(analog), others; modems: 3-, 12-, 24-, and 9600 baud, copper and fiber; switches: analog, digital, and secure digital; fiber optics: remote sensors and controllers, muxes; printers and computer equipment.

#### **EDUCATION**

## **Hood College**, Frederick, MD — BS equiv

Sep 1990 - May 1994

Computer Science / Math double major; 6 credits remaining to BS; All core curriculum requirements completed. 3.85 GPA. Object-Oriented Analysis and Design; Computers and Networking; Modeling and Simulation; Operations Research. Pascal, C++, Smalltalk.

# **US Army,** Fort Gordon, GA — technician

Mar 1986 - Jan 1987

Analog and digital electronics fundamentals; multiplexers, microwave radio systems. Military communications systems from the handset to the troposphere.

## **Anderson University,** Anderson, IN -2 yrs

Sep 1982 - May 1984

Computer Science major; mathematics and business minors. HP3000 assembler and SPL; BASIC, Pascal, COBOL.

## **Vocational Electronics Center,** La Junta, CO — technician

Sep 1980 - May 1982

Basic electricity and electronics. Digital logic theory and practice; projects.

### **PROJECTS**

## **Nanovg-rs** — *vector graphics bindings library for Rust*

Rust-language bindings to the NanoVG vector graphics library. <a href="https://github.com/KevinKelley/nanovg-rs">https://github.com/KevinKelley/nanovg-rs</a>

# **NoobChain-rs** — blockchain tutorial, implemented in Rust

Follow-along code for a tutorial in blockchain technology. <a href="https://github.com/KevinKelley/noobchain-rs">https://github.com/KevinKelley/noobchain-rs</a>