

Mr. Kim G. Woodward

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OBJECTIVE: Position as a Software Systems Engineer dealing with projects involving full life-cycle development or Independent Validation and Verification of Software.

HIGHLIGHTS OF QUALIFICATIONS

- 15 years professional background in Software Engineering, 9+ years background in Systems Engineering, plus 10+ additional years in Electronic Engineering and Computer Science.
- **Clearance:** Top Secret (update done June 2004 – DISCO)
- Proficient at interfacing with customers, producing presentations, and developing analysis/design documentation for software systems.
- Excellent writing and communication skills
- Project manager experience; Team leader and supportive team worker experience; committed and responsible
- Able to prioritize workload and provide scheduling projections
- Willing to tackle almost any technical challenge
- Excellent Analysis (UML and SA), Design(UML and SD/Booch), programming, testing, and debugging skills
- Proficient with Microsoft Office products, Microsoft Project, SharePoint process development, and other Analysis and CASE tools (including Rational Rose) as necessary

8/1994 to present Technical Advisor/Senior Software Engineer (DCS Corporation, Alexandria, VA)

- Led USMC CPMO Test Team for NECC; incl. developing test cases, refining coordination, providing SE guidance on issues
- Development of Standard Operating Procedures for an Electro Optic Test Facility at Quantico MCB
- Support of Proposal Development; Mentoring of Junior Systems Engineers to develop and hone their skill-set
- Project Management/Design/Development support to several branch projects involving Electro Optics
- Project Management/Design/Development of software for a Sensor Training and Evaluation Facility Simulator
- Design of major portions of the software for a Laser-Camera based Ring Gauge for optically detecting variations in the circumference of munitions
- Support to corporate as a trained ISO 9000 Internal Auditor
- Designed/developed Virtual Reality based Night driving Training Aid for training drivers how to drive while wearing Night Vision equipment
- Designed/developed 3D patient positioning system on a SGI/Linux-PC multiple computer network using steerable laser projector and offset cameras
- Designed/developed human factors simulator for ACIS processor replacement in the E2C Hawkeye
- Designed/developed CBT which simulates and trains operation of the SH-60B LAMPS Mk III FLIR
- Project Management/Design of software for an Automated Software Analysis and Visualization System
- Completed development of a CBT which simulates and trains operation of the AH-1 Night Targeting System FLIR
- Participates in Software Process Improvement Steering Committee implementing processes and procedures to support an SEI index level 3 environment
- Mentoring Junior Software engineers through aspects of system critical software analysis, design, and development

8/1992 to 6/1994 Senior Software Engineer (Delex Systems, Inc., Vienna, VA)

- Developed procedures for software development to support an SEI index level 3 environment
- Served as Project Engineer and Lead Technical Architect for HET Embedded Trainer Project
- Developed architecture, preliminary design, and much of detailed design for HET Embedded Trainer (involving interface to the HARPOON fire control system, simulation of ship/air movement and missile flight, stimulation of FCS, and near-expert evaluation components using a state processor approach) using C and commercial GUI packages (which had to be tailored for background multi-processing in MSDOS environment)
- Provided analysis and development of GUI Man-Machine Interface definition of HET Embedded Trainer
- Provided analysis of computer resource utilization for HET Embedded Trainer
- Developed SRS, SDD, and SPS level specifications (2167A/2168) for HET Embedded Trainer

5/1983 to 6/1992 Senior Systems Engineer (E-Systems, Inc. MELPAR Division, Falls Church, VA)

- Served as Staff Systems Engineer on a range of projects involving software and hardware development
- Served as Lead System Engineer for Commanders Tactical Terminal (CTT) production contract [including support of ILS working group, providing technical issue resolution and interface to design organizations, test management for regression testing of production item changes, coordination of test activities and assignment of discrepancy resolution, chaired System Design review

Group involving coordination of hardware/software design departments in the resolution of design issues, member of Change Control Board, and provided cost account management of contract line items related to System Engineering]

- Reviewed all documentation items produced {for technical accuracy and DID compliance} for CTT production contract including review of ILS/LSAR developed documents, B and C level specifications changes, Interface Documentation, and Tech Manual and Training documents
- Developed Test Documentation for use in CTT Production contract
- Developed A level specification and Interface Control Document for CTT Production contract
- Developed failure mechanisms for use in MYSTIC STAR and CTT production contract maintainability demonstrations
- Supported development of Software Architecture for TEAL RUBY Mission Analysis System
- Developed User Manual and A and B level specifications for TEAL RUBY project
- Served as Chair of Interface Control Working Group (ICWG)/Systems Design Review Group involving coordination of interface issue resolution between Government agencies and multiple contractors for TEAL RUBY Infrared Satellite Project
- Provided simulation development support to analyze software to be developed in support of Technical Performance Monitoring for TEAL RUBY project
- Provided analysis of Operations Flow and Man-Machine Interface definitions for TEAL RUBY project
- Served as Lead Systems Engineer on a Mission Planning System study
- Developed GPSS code generator for use in the generation of and simulation of various networked architectures for a Future TACS/GACC study
- Worked on several classified projects analyzing message flows, capacity measures, and developing technical specifications to meet functional definitions
- Developed A and B level specifications for various classified airborne and ground based systems

1980 to 1983 Computer Scientist (U.S. Coast Guard, Washington, D.C.)

- Project Manager for a Distributed Processing Marine traffic Management system development (including an Architecture study for a second generation system)
- Project Manager on a Multiple Microprocessor Radar Tracker Project
- Supported a Multi-Mission Command and Control project involving structured analysis of undocumented information flows involving computer and non-computer systems

1975 to 1980 Electronic Engineer (U.S. Coast Guard, Washington, D.C.)

- Served as Staff Electronic Engineer for various projects involving ATON equipment
- Developed in-house management information system and engineering drawing database

AREAS OF EXPERIENCE: Software Architectures; Requirements Analysis; Specification Development (490/961/483); Software Documentation Development (2167A/2168); System Engineering (499/1521); Simulation (using GPSS, Pascal, C, C++, and MATLAB); Requirements Analysis and Structured Systems Analysis Techniques (UML, Yourdon/DeMarco, Hatley/Pirbhai, Coad, Booch); Software Engineering; Project Management; Computer System Performance Analysis; Queuing Analysis; Distributed Processing; Computer Networking; Familiarity with "Rainbow Book" Computer Security; Microprocessor Systems and their OS (Windows, Macintosh, Linux, Unix); Programming Languages: C++, C, Perl, VBA, Pascal, Fortran, Forth, Some Ada and various assembly languages; SQL; UNIX/Linux/Silicon Graphics Development; Design Pattern Oriented Software Architecture; XWindows; Drupal and Perl/MySQL web-site development

TOOLS: Microsoft Office; Microsoft Project; Cradle; Microsoft Visio; Rational Rose; Visual C++/Interdev; MATLAB; Maxima; Jess; Protege

EDUCATION

- MBA in Technical Management, University of Phoenix, 2002
- BSE, Major in Electronics, University of South Florida, Tampa, FL, 1975
- Graduate Classes in Microcomputers and Data Structures from George Washington University, Washington, D.C.
- Seminars/In-House courses taken (but not limited to) the following subjects: Project/Program Management; Software Engineering; Computer Graphics; Systems Engineering; Computer Networking; Data Base Systems; Distributed Data Base Systems; Structured Software Testing; Distributed Systems Design; Minicomputer Technology; Management by Objectives; Office Management; Data Communications Network Design; Local Area Networks; Software Systems Analysis; Structured Analysis Techniques; Microcomputer Technology; Advanced Programming and Structured Design Techniques; Unix; C; C++; Pascal; TQM; Statistical Analysis; Sharepoint Configuration and Development courses
- DAU courses for SE Level 1 equivalent cert.

MEMBERSHIPS: Association of Computing Machinery and Project Management Institute

PERSONAL

- Married