# Anton M. Ridgway

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**OBJECTIVE**

As a software engineer, I am eager to hone my skills in a team-oriented environment, and to create software that represents the state-of-the-art in my field. I have expertise in real-time simulation, hardware-software interfaces, and distributed algorithms.

**EDUCATION**

***The University of Tulsa*** Tulsa, OK

*Master of Science in Computer Science, with Thesis* ***GPA: 4.0*** *December 2015*

*Bachelor of Science in Computer Science* ***GPA: 4.0*** *May 2014*

*Minor in Mathematics, University Honors Program Alumnus*

**RELEVANT EXPERIENCE**

**Senior Software Engineer at CymSTAR, LLC** *August 2020 - October 2020*

* Acted as program engineer, comprising both tech lead and program management responsibilities.
* Coordinated between the engineering team, management, and the customer, via weekly meetings and formal presentations.

**Software Engineer at CymSTAR, LLC** *February 2016 - July 2020*

* Successfully delivered software and formal documentation for eight major modification programs on a variety of platforms.
* Supported bid efforts for upcoming programs, both by writing for proposals and by pricing labor and materials.

**Research Assistant at TU Computational Neuroscience and Adaptive Systems (CNAS) Lab** *Fall 2014 - Winter 2015*

* Worked with Dr. Roger Mailler on an AFRL grant studying adaptive problem solving in policy-restricted distributed systems.
* Completed three publications and a thesis from this work. Presented one article at the AAMAS 2015 main conference track.

**Undergraduate Research Student at TU Intelligent Agents Lab** *Summer 2013 - Spring 2014*

* Worked with Dr. Sandip Sen researching adaptive algorithms for the budget-limited multi-armed bandit problem.
* Completed one publication (AAMAS 2015), and presented research at two workshops (AAMAS 2014).

**SKILL SET**

**Engineering Skills**

* Proficient in C, C++, C#, Java, Python, FORTRAN, and LabVIEW. Experienced with HTML/CSS and Javascript.
* Proficient in OpenGL graphics programming, as well as GUI frontend development in WPF, Glade, or Swing.
* Familiar with Windows, MacOS, and Linux, including terminal scripting experience in Powershell, Bash, and others.
* Experienced with virtualization technologies such as VirtualBox, including the VMware vSphere/ESXi hypervisor.
* Familiar with both Waterfall and Agile/Scrum software engineering practices, including the associated communication tools.
* Familiar with the challenges and techniques involved with working in a real-time or distributed/multithreaded environment.
* Experienced with a wide variety of hardware-software interfaces, especially serial communications and UEI/NI DAQ.

**Other**

* Well-versed in mathematics: upper-level calculus, numerical methods, linear algebra, statistics, and physics.
* Familiar with professional Microsoft Word and Excel usage, including strong technical writing and editing skills.
* Proficient in clear communication and critical writing, including technical documentation, presentations, and training.
* Passionate about video game design and programming as a hobby, as well as an interest in music and language.
  + Completed one major game project for Windows devices, *The Idiot’s Tale*.

**ACADEMIC HONORS AND ORGANIZATIONS**

* F.B. Parriott Graduate Scholar, National Merit Scholar, Nominee for Presidential Scholarship.
* President’s Honor Roll, University of Tulsa Academic Scholar and Vision Scholar, and Oklahoma Regents Scholar.
* Computer science senator in the Graduate Student Association senate for the 2014 academic year.
* Leadership position on the University Wesley Foundation Student Council, from 2011 to 2015.