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.