

PATRICK LEVOSHKO

www.smokinbits.com

136 Broad Meadow Drive § East Bridgewater, MA 02333
Cell: 774.222.0360 § plevoshko@gmail.com

SUMMARY

- **Senior Software Engineer** with strong investigative and debugging skills.
- Skilled in managing and following the various agile software lifecycles.
- Proven ability to manage individuals and projects.
- Able to communicate effectively with both colleagues and customers.
- Efficient and dependable with meeting strict deadlines.
- Highly motivated to learn cutting edge technologies and how best to add it into existing or current projects.

SKILL SET

Programming Languages: C++, C, Objective C, C#, Java, Python, Perl, HTML, XML, Shell scripting

Tools: ClearCase, ClearQuest, SVN, Perforce, Coverity, GDB, GNU C++, Sun Workshop, Microsoft Visual Studio, XCode, JavaBeans, Eclipse, Microsoft Expression

Operating systems: UNIX, Windows, Linux, MS-DOS, iOS

Protocols: POSIX, Telnet, TCP/IP, RPC, OpenGL, XNA

Miscellaneous: Design by patterns, web design, client/server programming

Training: ISO9001 Quality Systems, Electrostatic Discharge, CORBA programming

EXPERIENCE

Massachusetts Institute of Technology Lincoln Laboratory
Senior Software Engineer; Advanced Satcom Satellite Systems

Lexington, MA
August 2003 – Present

Provide ongoing software development and support for a complex terminal used for the development and control of next generation military communications satellites (AEHF/MILSTAR). System is a custom hardware design driven by a Solaris based multi-threaded (POSIX) application, implemented in C/C++ using ClearCase for source control.

- Architected and implemented the reengineering of test-bed control software for use in a true in-field system. This involved splitting the code base to run as two separate processes, one of which was handling the synchronous data from an external third-party device and sending the data through a black box system to the second process which was waiting asynchronously for the data.
- Designed, implemented and tested system controller protocol. Implemented with asynchronous message handling to receive and distribute messages across multiple systems to provide resource monitoring and orderly control of the additions, deletions, modifications, and movements of satellite beams.
- Designed, implemented, and tested with onsite support, an infrastructure that communicates with an external third-party device though fiber-optics. Effort included making a connection to this device using TCP/IP sockets while using a multi-threaded C++ asynchronous design to handle and check incoming data. Created a system state machine to keep track of the system database which included newly opened TCP/IP ports to the external device, along with all pertinent information needed to process data being passed to and from said external device.
- Implemented various complex synchronous protocols used for configuring and operating the test systems. This involved C++ implementations of message definitions for new protocol, unit testing and integration testing for on-schedule delivery. This particular functionality required broad understanding of the software system including database access, hardware configuration, threads, and managing resource contention.
- Generated design documentation for the implemented functionality, subjected to peer review.

- Conducted and attended meetings and teleconferences to support documentation requirements and implementation with multiple 3rd parties.
- On-site software support during official acceptance testing throughout various releases of the system software.
- Additional responsibilities included mentoring team members and interviewing candidates.

LTX Corporation
Software Engineer; User Interface

Westwood, MA
 June 1997 – Mar 2002

Designed and developed C/C++ software for automatic semiconductor test equipment which was used to test digital, linear and mixed signal integrated circuits.

- Spearheaded successful debugging of customer cell phone application. Created and delivered a tool written in C++, JavaScript and XML to the customer. This tool included custom ftp scripting and XML files.
- Enhanced functionality of above application by meeting with colleagues and customers to gather requirements. Created tool using C++ to collect and transmit information in XML back to the LTX network for archiving and analysis.
- Initiated successful update of window management process for clients. Analyzed customer input and created a C++ and X/Motif-based solution, which was successfully delivered.
- Redesigned and deployed the user interface for over 43 software tools to comply with new specifications needed to upgrade from Solaris 2.5 to Solaris 2.8. This included updating the C++ core libraries and working with Red Hat, Inc. software to resolve GNU compiler issues such as new compiler switches.
- Wrote ISO9001-compliant documents, owner's manuals and test suites. SQA test suites were written in C++, Java, XML, HTML and X-runner.
- Maintained legacy C++ code on two major software releases with different architectures utilizing the same functionality.

EDUCATION

DePaul University

Chicago, Illinois

M.S., Software Engineering; Concentration in Gaming and Entertainment Technologies.

Distance Learning Student

Ongoing

Honors:

Upsilon Pi Epsilon

2010

Phi Kappa Phi Honor Society

2009

Golden Key International Honour Society

2008

University of Massachusetts Dartmouth

North Dartmouth, Massachusetts

B.S., Computer Science, Concentration in Software Engineering

December 1997

References available upon request