

# LANDON A. FOWLES

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## Summary

- Software engineer skilled in C++ and Python.
- LinkedIn: [linkedin.com/in/lfowles](https://www.linkedin.com/in/lfowles)
- Github: [github.com/lfowles](https://github.com/lfowles)

## Education

- Kansas State University—Manhattan, KS Graduated: December 2011  
**BS in Computer Engineering**  
**Multimedia Specialization**

## Experience

- **Partly Atomic LLC** Wichita, KS  
Owner *May 2018-Present*
  - Team won the Tiny Award, The Kitbasher, and placed second overall in the 2021 Epic Megajam for Seekers.
  - Team won the Tiny Award in the 2019 Epic MegaJam for The Cat-Earth Society.
  - Developed graph navigation plugin for Unreal Engine 4.
  - Developed circuit simulation system for an unreleased circuit design puzzle game.
  - Developed extensively in both C++ and Blueprints in Unreal Engine 4.
- **Cobham AvComm (Aeroflex)** Wichita, KS  
Software Engineer *April 2012-August 2017*
  - Created radio verification and testing scripts on the 7200 automated test set.
  - Wrote Python scripts to significantly speed up debugging and creation of testing scripts.
  - Designed and implemented test harness for automated testing of 3920B series test platforms.
  - Responsible for testing replacements to obsoleted hardware components against Linux kernel drivers.
  - Designed and implemented efficient low-overhead C++11 wrapper for specialized processing C library.
  - Collaborated on investigation of heterogeneous processing library.
  - Implemented continuous integration for building and testing on various platforms.
  - Collaborated on architecture and implementation of object oriented RF hardware API.
  - Eliminated unit ambiguity by integrating type safe units library into the API.
  - Investigated and implemented hardware simulation for use with automated testing of API.
- **Google Summer of Code 2009** Remote Internship with Thousand Parsec  
Student Developer *May-August 2009*
  - Developed a battle visualizer using Ogre3D to complement the existing 3D game client.
- **Google Summer of Code 2008** Remote Internship with the Software Freedom Conservancy  
Student Developer *May-August 2008*
  - Rewrote a Perl IRC timekeeping system into Python on top of Gozerbot, a python IRC bot.

## Skills

- Programming Languages: C++, Python
- Version Control Software: Git, IBM Jazz, SVN, CVS
- Other: Linux, Agile methodology, object oriented programming, Unreal Engine 4