Kevin Goodsell

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Work Experience

Software Engineer — Isilon Systems — 2007–2009

- Developed kernel driver and user-space tools for a clustered network storage system in C and Python.
- Worked with a team to create seamless firmware installation, updating, and reporting across diverse hardware.
- Implemented kernel-mode block-based file comparisons for fast data synchronization.
- Isolated and fixed bugs to dramatically improve performance and customer experience, including a roughly 6× speed boost in long-running tasks.

Software Engineer — CoCo Communications — 2005–2007

- Implemented cross-platform voice communication software for emergency personnel, including support for multiple audio codecs, loss concealment, echo cancellation, and interoperability with telephones and land mobile radios.
- Developed servers for VoIP conferencing, messaging, and incident response management with support for automatic discovery of services and clients over a mesh networking protocol.
- Led multiple efforts to analyze, isolate, and fix major software defects, some in third-party software and drivers.

Software Engineer — Design Analysis Associates — 2004–2005

- Designed and implemented enhancements for custom embedded systems including new communication protocols and support for multiple hardware revisions.
- Led efforts to improve software development procedures and update custom tools used for building software to dramatically boost efficiency.

Software Engineer — USU — Space Software Lab — 2000–2002

- Designed, developed and documented software for research and defense applications.
- Designed and implemented Win32 ground analysis software and modified existing software for the STRV-1d research satellite.
- Implemented various bug fixes and improvements for a system to be used in next-generation interceptor missiles.
- Led the design and implementation of a prototype for a self-configuring, fault tolerant avionics network.

Skills

- Proficient in C, C++, and Python
- Development experience targeting Linux/Unix, Microsoft Windows desktop, server, and mobile variants, and custom embedded systems
- Experience with Boost, wxWidgets, cppunit, and standard libraries for Python, C, and C++ (including STL)
- Strong design, debugging, and trouble-shooting skills

- Network analysis and trouble-shooting using tools such as tcpdump, Wireshark, and nmap
- Knowledge of Unicode, LaTeX, Perl, Java, BASIC, JavaScript, and assembly languages including MIPS, x86, and 68HC12

Education

B.S. Computer Science — Utah State University — August 2001

- Received multiple academic awards and graduated Magna Cum Laude.
- Earned a minor in Mathematics.