

STEVEN R CONTI

Fairhaven, MA

DoD Clearance: Confidential

stevenRconti.career@gmail.com

(845) 709-1452

SPECIAL ATTRIBUTES

- Excellent References - 8 years perfect annual performance reviews available upon request.
- Attention to Detail - Experience working in a high stakes field for the US Army where accuracy and reliability are critical to personnel safety and mission success.
- Time Management Skills - Proven productivity in both on-site and remote work.
- Communication Skills - Provided briefings and demonstrations to engineers, soldiers, officers, politicians, and foreign governments.
- Problem Solving Skills - Capable of finding solutions when they exist, or creating solutions when they don't.
- Quick Study - Open to coaching, but capable of figuring things out on my own.

SKILLS & ABILITIES

Programming Experience

C#, VB, C++ (MFC), HTML5, JavaScript, CSS, XML, Flash ActionScript, SQL, MySQL, .Net framework, Visual Studio. Financial Trading Languages: mql4, Lua, EasyLanguage

E-Learning and Media Tools

Adobe Captivate 9, Flash, Photoshop, Paint Shop Pro, Dreamweaver, Adobe Media Encoder, Camtasia, CharacterBuilder, NeoSpeech Text-To-Speech, Snag-It

MS Office: Word, Excel, PowerPoint, Outlook

EDUCATION

Bachelor of Science in Computer Engineering
The College of New Jersey, Cum Laude 2002

PROFESSIONAL EXPERIENCE

Systems Engineer, Web Developer, Instructional Designer

Maximizing Technological Advancements (MTA) Inc, 2006-2019

Picatinny Arsenal NJ & Remote (multiple overlapping roles)

Systems Engineer

5 years experience as system engineer. Responsible to apply systems engineering principles and processes for the Lightweight Handheld Mortar Ballistic Computer (LHMBC). Experience working with DoD acquisition life cycle, standard operating processes, and milestones required for material release.

Supported development and review of requirements documents, test plans, configuration management, and risk management.

Provided software testing as member of Software Quality Assurance (SQA) team. Participated in formal environmental and Operational Testing for product material release. Responsible for troubleshooting test related issues, gathering user feedback, and supporting team efforts for

product improvement. Coordinated with manufacturers for future developments and quality control issues.

Extensive experience in technical writing system requirements, Technical Manuals (TM), user guides, and project documentation.

Extensive experience in briefing and demonstrating system concepts and features to engineers, soldiers, officers, politicians, and foreign governments.

Supported more than 30 Fieldings and New Equipment Trainings (NET) to active duty US Army and Marines both domestically and abroad.

Created a software application in MFC C++ to assist NET instructors to build, send, and monitor digital messages within a multi-student classroom environment.

Web Developer

8+ years experience as sole developer and maintainer of 8 concurrent websites for the Joint Program Executive Office for Armaments and Ammunition (JPEO AA).

Primary websites coded using C#.Net, Bootstrap framework, HTML5, CSS3, and JavaScript. Created C# DLL project to handle business logic and SQL for multiple back-end databases. Created C#.Net Administrator website to serve as Content Management System (CMS). Created C#.Net Resources website to provide secure file downloads for all websites.

Instructional Designer / E-Learning Developer

10+ years experience as instructional designer of engaging, dynamic, and highly interactive instructional content working in both independent and collaborative environments.

Sole developer of Computer Based Training (CBT) for multiple US Army weapon systems: Lightweight Handheld Mortar Ballistic Computer (LHMBC) (*4 Versions x 40 modules each*), Mortar Fire Control System (MFCS) Software (*3 Versions x 70 modules each*), Advanced Mortar Protection System (AMPS) (*32 modules*).

Collaborative development of Computer Based Training for:
Mortar Fire Control System (M95) Maintenance (*36 modules*),
Mortar Fire Control System (M96/M577) Maintenance (*32 modules*).

Familiar with ADDIE process model and rapid prototyping concepts.
Experience with storyboard mockups, wireframes, flowcharts.
Experience writing clear, concise, and easy to understand scripts.
Experience working with subject matter experts (SME), clients, stakeholders, and end users.
Extensive experience developing complex JavaScript and/or Flash components for e-Learning applications.

Systems Engineer

US Department of Defense, 2003 – 2006

Army Research Development and Engineering Center (ARDEC), Picatinny Arsenal NJ

Same systems engineering role as detailed above with MTA Inc. 5 years combined experience.

Electronics Engineer

*Protocol Electronics Corp, 2002 – 2003
Lambertville NJ*

Full development of USB peripheral device from conceptual stage to research and development, hardware and software design, prototyping, testing, debugging. Design and development of cutting edge, 100MHz, fully programmable RF waveform synthesizer with digital pre-distortion. Experience in design of digital systems including block diagrams, schematics, software simulation, component selection, board layout, soldering, prototyping, testing, debugging, and formal reports. Experience with 8051 architecture and instruction set, high performance FPGA,CPLD, and USB microprocessors.

Engineering Intern

*Physical Acoustics Corp, 2001
Princeton Junction NJ*

Created Visual Basic (VB) program from scratch to semi-automate the testing of custom circuit boards. Program interfaced with circuit board, DC power supply, and oscilloscope to provide user with step by step test procedure and produced a professional report with the results.

Soldered SMT PC boards and wire harnesses. Prepared formal documentation including software User Manuals.