

Connor W. Bramhall

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EDUCATION	Embry-Riddle Aeronautical University Bachelor of Science, Aerospace Engineering Astronautics Concentration with Computer Science Minor	Daytona Beach, FL May 2024 GPA 4.0/4.0
WORK EXPERIENCE	<i>United Launch Alliance</i> , Cape Canaveral Space Force Station Software Engineer , Cape Canaveral, FL <ul style="list-style-type: none">Maintain requirements for cryogenic propellant loading softwareDeveloped and executed software testsCreated schematics and visual aids for launch operators and support <i>Embry-Riddle Aeronautical University</i> , Flight Research Center Student Worker , Daytona Beach, FL <ul style="list-style-type: none">Ran CFD simulations in Fluent to determine optimal design parametersCoded and calibrated sensors and control systems in LabVIEWHelped reverse engineer a previous iteration of a hybrid aircraft engine <i>United Launch Alliance</i> , United Launch Alliance Headquarters Ground Software Engineering Intern , Centennial, CO <ul style="list-style-type: none">Designed software displays for launch operators with input from multiple departmentsFlagged code for review to comply with changes to system requirementsCreated automated safety limit diagrams using Visual Basic <i>Autonodyne</i> , Autonodyne Headquarters Software Engineering Intern , Boston, MA <ul style="list-style-type: none">Coded for Unity in C# to improve a feature in the company's flagship productPart of a 4-person team on a C++ Project in an Air Force contract competition, where our team's performance was competitive with much larger companiesUsed scrum practices and developed unit tests to ensure product quality	June 2024 – Present Full-Time Nov 2022 – May 2024 12 Hours/Week May 2023 – Aug 2023 40 Hours/Week May 2022 – Aug 2022 40 Hours/Week
PROJECT EXPERIENCE	RoboNation RoboSub Competition: Software lead of organization Coded autonomous robotics control systems for a sub with Python and Mavlink libraries. Helped integrate autonomy and controls code using ROS2. NASA MicroG NExT Program: Member of 5-person team Designed, CATIA modeled, and manufactured a lunar sample marker to NASA's specifications. Drafted a proposal that was selected by NASA for in person testing. AI Club Student Projects: Treasurer of organization Coded in C# both a genetic algorithm to complete a level of a video game and a thoroughly documented backpropagating neural network. Presented AI concepts to club membership.	
CERTIFICATES	Systems Tool Kit (STK)	Level 2 Certified Jan. 2024
SKILLS	<i>Engineering Programs:</i> LabVIEW, CATIA, Inventor, FEMAP <i>Office Programs:</i> Microsoft Office, Google Suite, Atlassian Suite <i>Coding Languages:</i> By experience: C#, C++, MATLAB, Java, Python, Visual Basic	