

# Lucas Schroeder

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407-242-2391

## Summary

Experienced software engineer with variety of architecture, design, development, integration, and system engineering experience with a focus in distributed systems interoperability. Proven ability to manage technical teams, develop and execute project plans, and budget management experience. Looking to provide a breadth of technical expertise to my employer's most critical challenges while supporting my personal desire to stay involved with evolving, cutting-edge technologies.

## Technical Skills

<b>Programming Languages</b>	ANSI M, C/C++, C#, CSS, Delphi, HTML, Groovy, J2EE , Java, JavaScript, Python, Visual Basic 6, VB.NET
<b>Database Systems</b>	Cache, MongoDB (NoSQL), MS SQL Server, MySQL, Oracle
<b>Service Oriented / Distributed System Technologies</b>	Aggregate Level Simulation Protocol (ALSP), Distributed Interactive Simulation (DIS), Enterprise Service Bus (Mule), High Level Architecture (HLA), J2EE Application Servers (JBoss)
<b>Mobile and Web Development</b>	ASP.NET, Basic Android Development, Dojo/Digit Framework, Embedded Development [Windows CE - .NET Compact Framework], Web Development (HTML 5), Web Services
<b>Miscellaneous</b>	Linux, Open Source software integration, Radio Frequency Identification (RFID), UML Documentation, Virtualization (VMWare and Virtualbox), Windows

## Work Experience

<b>Software Developer – Epic Corporation</b>	2012-Present
<ul style="list-style-type: none"><li>Design, develop, and test custom scalability solution for large customers across multiple custom database instances built upon Cache</li><li>Review internal team development and documentation processes</li><li>Part of Web Transition team for moving scalability solution to ASP.NET/C#</li></ul>	Designer, Developer, Tester Task Lead Designer, Developer, Tester
<b>Sr. Modeling &amp; Simulation Engineer – The MITRE Corporation</b>	2005-2012
<ul style="list-style-type: none"><li>Designed, developed, and led a team to enhance multiple aspects of Government Open Source Simulation OneSAF</li><li>Successfully delivered multiple versions of the Army's enterprise training system, Joint Land Component Commander Training Capability (JLCCTC)</li></ul>	Technical Lead, Developer Systems Engineer, Functional Lead

<ul style="list-style-type: none"> <li>Successfully prototyped and delivered a viable framework for a next generation service oriented approach to simulation integration</li> </ul>	Task Lead, Developer
<ul style="list-style-type: none"> <li>Designed, developed, and delivered tool suite to facilitate data alignment across the enterprise training system</li> </ul>	Developer, Functional Lead
<ul style="list-style-type: none"> <li>Acted as program liaison for JLCCTC to other outside government agencies regarding the data alignment and initialization problem set</li> </ul>	Functional Lead, Liaison
<ul style="list-style-type: none"> <li>Provided architecture, information assurance, and interoperability support to Army R&amp;D efforts into Massively Multiplayer Online Gaming for training</li> </ul>	Task Lead
<b>Software Engineer</b> – Coalescent Technologies Corporation	2000-2005
<ul style="list-style-type: none"> <li>Designed, developed, delivered custom RFID-based inventory control systems to US Army Reserve armory, and armory at Ft. Bragg</li> </ul>	Lead Developer
<ul style="list-style-type: none"> <li>Designed and developed an Instructor Operating Station for the Marine Corps Deployable Virtual Training Environment (DVTE)</li> </ul>	Developer
<ul style="list-style-type: none"> <li>Designed, developed, delivered, and maintained a distributed RFID-based inventory control system for Marine Corps live training devices</li> </ul>	Developer, Database Administrator
<b>Cooperative Education</b> – Systems Research Group, Inc.	2000
<b>Cooperative Education</b> – Advanced Information Systems Group	1999
<b>Cooperative Education</b> – The MITRE Corporation	1998

## Other Accomplishments

<b>Publication</b>	<i>Lessons Learned from the Pilot Development of a SOA-based LVC Interoperability Framework</i> - Spring Simulation Interoperability Workshop	2011
<b>Publication / Presentation</b>	<i>Utilization of Service Oriented Architecture (SOA)-based Commercial Standards to Address Live, Virtual, Constructive (LVC) Interoperability Challenges</i> – Interservice/Industry Training, Simulation, and Education Conference (I/ITSEC)	2011
<b>Publication / Presentation</b>	<i>Vision of a Composable Architecture Simulation Environment (CASE)</i> – Spring Simulation Interoperability Workshop	2012
<b>Security Clearance</b>	Held a Department of Defense Top Secret Clearance	As of 2012

## Education

<b>Bachelors of Science</b> - Computer Engineering	University of Central Florida	2002
<b>Masters of Science</b> – Computer Engineering Focus Area: Intelligent Systems	University of Central Florida	2008