

Curtis Rose

Software Engineer | Remote | Focused on automation systems, interactive tools, and production software
Portfolio: curtrose.com | LinkedIn: [linkedin.com/in/curtis-rose-6b8291aa](https://www.linkedin.com/in/curtis-rose-6b8291aa) | GitHub: github.com/CurtisRose

Work Experience

Roche Tissue Diagnostics

Software Engineer, Advanced Systems Engineering (Research & Early Development) | 2021-Present | Remote

- Develop and integrate software for mechanical, chemical, and software automations used to automate pathology laboratory workflows.
- Serve as the sole software engineer on a small, agile, multidisciplinary team delivering integrated automation systems.
- Partner across disciplines to operationalize new automation capabilities from prototype through system integration.

Raytheon Technologies

Senior Software Engineer (Security Clearance - Secret) | 2018-2021

- Developed and maintained embedded software for the Exoatmospheric Kill Vehicle.
- Designed and implemented a new software unit on a preemptive, multitasking real-time operating system.
- Built telemetry and automation tools for system testing and verification workflows.

United States Geological Survey, Astrogeology

Software Developer (Security Clearance - Secret) | 2016-2017

Developed multi-spectral image processing and exploitation software for NASA and international missions, including Mars and Apollo programs.

Northern Arizona University ITS

Assistant Systems Administrator | 2014-2016

Created and maintained secure, reliable system images tailored for university departments.

The Walt Disney Company

Disney College Intern | 2013

Provided guest transportation operations as a boat captain in a team-focused environment.

Education

Northern Arizona University

Bachelor of Science in Computer Science | 2013-2017 | GPA: 3.33

Code Skills

Java | C | C++ | C# | JavaScript | Python | HTML/CSS

Relevant Coursework

Software Engineering | Algorithms | Physics (Intro Mechanics, Astrophysics, Electromagnetism) | Math (Calculus II, Discrete Math, Linear Algebra)

Knowledge

Windows | Linux | Terminal | Unity | Android Studio | 3D Graphics | Game Design | Blender | XCode | Communication | Perseverance | Collaboration

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