

# KELI' I D. MARTIN

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[HTTPS://GITHUB.COM/WERUREO](https://github.com/WERUREO)

**Seasoned software developer currently focusing on iOS development**

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## TECHNICAL SKILLS

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- Languages:** - Swift, Objective-C, C++ (12 years industry experience), C#, Java  
**Methodologies:** - Agile (Scrum and Kanban), iterative waterfall, CMMI  
**Tools:** - Visual Studio, Xcode, Android Studio, Perforce, Git, JIRA  
**Platforms:** - Windows, Linux, OS X
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## PROJECTS

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### Independent

*Realm Status for WoW*

<https://itunes.apple.com/us/app/realm-status-for-wow/id1099031145>)

- iOS app that uses the Battle.net Game API for World of Warcraft to display a list of all realm servers and show whether or not they are online.

*OWT Photo Checklist*

<https://github.com/WERUreo/OWTPhotoChecklist>)

- I put together this quick little app to help me track locations I had visited while taking photos for the Orlando Walking Tours app I am currently helping to develop for Code for Orlando.

*Powerball Watch*

<https://github.com/WERUREO/Example-Mobile-Apps/tree/master/Projects/Powerball%20Watch>)

- I started prototyping an app that would pull Powerball results from a government data portal a couple of years ago. The intent was to eventually create an app to track my Powerball numbers and notify me if my numbers ever won.

### Code for Orlando

*Pet Adoption iOS App*

<https://github.com/cforlando/PetAdoption-iOS>)

- This app is being built for the Town of Lady Lake, Florida to assist people with adopting animals from local area shelters.

*Orlando Walking Tours iOS App (Project Lead)*

<https://github.com/cforlando/orlando-walking-tours-ios>)

- This app will allow users to create their own personalized walking tours around Orlando's historic buildings and signs.

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PROFESSIONAL EXPERIENCE

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**Raydon Corporation, Port Orange, FL**

*Senior Software Engineer (November 2010 – December 2015)*

- Developed software for a full motion driver training simulator (CDT) using C++ in a Linux environment
- Updated instructor-facing user interface software to provide added functionality for enhanced after action reviews (AAR)

*Software Engineer II (March 2008 – November 2010)*

- Coordinated the integration of our M2A2 simulation training software into a DIS networked environment to support combined arms training with other simulated vehicles (CAV-T)
- Developed software for an individual unstabilized gunnery training simulator for the M2 .50 Cal machine gun (IGT)
- Maintained common software framework for our simulation training products

*Software Engineer I (March 2006 – March 2008)*

- Developed software for a vehicle maneuver simulation trainer for various wheeled military vehicles, including the M1025 HMMWV, M1151 Enhanced Armament Carrier, and the M1083 Standard Cargo Truck, to participate in convoy operations (VCOT/VCCT)
- Demonstrated our training products to subject matter experts during government acceptance testing
- Created a prototype data collection tool used to track system usage of our deployed training simulators

*Associate Engineer (January 2004 – March 2006)*

- Developed software for a vehicle-appended full-fidelity crew gunnery simulation trainer for the M2A2 Bradley Fighting Vehicle (AB-FIST)
- Ported that same software onto other hardware platforms, including a lower fidelity table top version (TFT-B)
- Extended the crew gunnery trainer to work in a DIS networked environment for platoon level training

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EDUCATION

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Embry-Riddle Aeronautical University, Daytona Beach, FL  
B.S. in Computer Science, April 2000