

Andrew L. Foulke
2590 Summit St.
Bethel Park, PA 15102
(412) 835-4869
engdy@engdy.net

Objective

A technical/engineering position that takes advantage of my experience in software engineering. I have a particular interest in embedded systems, concurrent programming, and system programming. I also have an interest in phone/tablet platforms, including Android and iOS.

Employment History

12/28/1998 – Present

AT&T, St. Louis, MO USA – Pittsburgh, PA
Principle Technical Architect

2012-2015: Principle architect for the Granite application, an Operational Support System for L1-3 inventory management for AT&T wireless and fiber networks.

- Project work estimation
- Requirements gathering
- Creation of System Requirements, High Level Designs, and Application Interface Designs for Waterfall projects
- Creation of Epic User Stories and User Stories for Agile projects
- Liaison with development team, test team, Tier II support team, clients, users, and management

2009-2012: Architect for CANOPI Equipment Build Portal, a web GUI (Flex/Actionscript) for a Cramer-based Operational Support System for inventory management of AT&T networks.

- Designed WSDL interface to Cramer back-end for staging and building network equipment
- Designed and implemented a GUI for presenting, staging, and building a hierarchical structure of equipment chassis, shelves, cards, ports, and cabling

1998-2009: Principle architect for the Circuit Provisioning Center Mechanization suite of applications. CPC Mech originally consisted of over a hundred utilities written in Taskmate (a 3270 terminal screen scraping scripting language) running on user-maintained desktop PCs. This project converted them to Perl running on several HPUX midrange platforms.

- Designed and implemented a Load Balancer for executing and monitoring CPC Mech applications
- Designed template and code library for Perl screen-scraping apps, used for converting from Taskmate
- Designed and implemented Web UI in apache/mod_perl for starting/stopping and monitoring the suite of CPC Mech applications
- Designed Oracle database to support CPC Mech application suite
- Mentored other developers

- Created SCM toolset for CPC Mech, and later on participated in creation of company-wide SCM practices
- Architected WebSphere solution for providing customer Design Layout Records on a public-facing website (J2EE, JSP)

7/1997 – 2/2000

Intellimark, St. Louis, MO USA (previously Lindenberg & Assoc, Inc)
Consultant

Consulted at Southwestern Bell on PC-Backup project and CPC Mechanization.

- Oracle SQL & ksh scripts for querying user activity
- Introduced and mentored SDLC concepts to development team

Consulted at EdwardJones doing C++, Java, Javascript, and Perl development on Solaris 2.x

- MAPS application: developed C++ code to implement Branch Office business logic on ESRI GIS presentation and Oracle DB backend
- Mentored C coders interfacing to Tivoli software library
- Developed trading simulator in Perl to simulate N.25 interface
- Developed Java code to support desktop tools for Branch offices

7/1988 – 7/1997

McDonnell Douglas, St. Louis, MO USA
Project Engineer

Ground Support Engineering for F/A-18 and later on F-15.

- Hardware troubleshooting for newly manufactured Interface Devices for Hornet Test Equipment platform
- Developed Test Program applications in ATLAS and LASAR for the Hybrid Test System platform, for the purpose of fault isolation on the F/A-18 Signal Data Computer
- Designed corresponding Interface Devices for the FTS platform for fault isolation on the F/A-18 Signal Data Computer
- Designed and developed operating system and programming language for the F-15 Enhanced Aircraft Radar Test Station. Programming language implemented in Lex, YACC, C. OS built in C on MS-DOS, implemented as TSR service driving test programs
- Developed C language parser to aid in documenting code per military standards
- Secret clearance

9/1985 – 6/1988

Carnegie Mellon University, Pittsburgh, PA USA
Head User Consultant / Sys Admin

VAX/VMS system administration. User assistance on VMS, Unix, DOS, TOPS-20

Education

Washington University, St. Louis, MO USA

Masters, Electrical Engineering, 3.7/4 GPA

Carnegie Mellon University, Pittsburgh, PA USA

Bachelor of Engineering, Electrical and Computer Engineering, 3.3/4 GPA

Other Projects

2014-present: Designed and developed iOS application for Tasty Minstrel Games (playtmg.com) – Bomb Squad Timer app, a companion app for the Bomb Squad boardgame. Android version should be released mid-December

- Objective C, Xcode SDK

2012: Designed and developed Android application for Stronghold Games (strongholdgames.com) – Stronghold Games Timer app, a companion app for several Stronghold boardgames

- Java, Android SDK

2014-present: Training in hadoop and other Big Data concepts through various MOOCs and AT&T