

Andrew Chabab (/châ-böb/)

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INDUSTRY

Software Engineer Mgr. (Hoverfly Technologies, Sanford, FL)

Jan 2024

- Software Engineering Manager assisting in the development of cutting edge tethered drone technologies
- Subject Matter Expert for ATAK and its UASTool
 - Led the internal effort to become compliant with the UASTool plugin offered from ATAK
 - Worked directly with the developers of UASTool to ensure the most efficient integration
 - Developed mobile ATAK server for feature testing and proof-of-concepts
- Led integration of over five new feature sets since beginning at Hoverfly
 - radar solutions, targeting solutions, and more
 - Involved close work with other department heads
- Developed over 10 testing-and-analysis tools for other disciplines than software
 - Tool that allows Electrical Eng's to modify ArduPilot configurations sans default Mission Planner GUI or QGC
 - Tool that allows Mechanical Eng's to set configs that are not available in the manufacturer's commercial software
 - Tool that allows QA personnel to replay flight data to systems in test
- Responsible for serving as an interface to, and managing, the software department
 - Multiple weekly syncs are held to ensure awareness between the SwE dept. and the rest of the company
 - Receive asks from personnel outside of SwE department and respond with available resources

Sr. Assoc. Software Engineer (L3Harris, Palm Bay, FL)

Sept 2019 - July 2023

Embedded Application Developer for suite of customer-owned control systems'

- Integration Lead for a new control system in a lab (unclassified area)
- Voluntary role of assisting during the onboarding period for new team members
- Ported middle-ware responsible for encryption and decryption from EOL platform to Oracle Linux 8
- Refactored legacy CPP plugin that was too abstract to debug in production pipelines

PEER Coordinator

- Voluntary role for pairing incoming new hires with mentors to help navigate onboarding procedures and tribulations
- Assist new hire and their mentor with clear and open lines of communication to higher staff/management

Online Tutor (codeConnects - an initiative from the TheCodingSchool, Remote)

July 2022 - Feb 2023

- Worked 1-on-1 with primary school students to develop fundamental cybersecurity basics
- Topics include, but not limited to, unix/linux environments, reverse engineering and network-packet sniffing
- Communication and instruction are always improving as a by-product

INVOLVEMENT

CyberPatriot Asst. Coach for CodecraftWorks Team(s)

- Coaching middle and high school students about the basic topics of cybersecurity in a pseudo-enterprise context
- Instruction is disseminated via live demos and hands on training with Windows / Ubuntu machines
- Prepare teams for competition rounds by practicing under competition conditions (timed, scoring, distractions, ...)

PROJECTS

Media Mogul: Personal Media Storage (Palm Bay, FL)

- Python Flask app which serves my personal media up to a user-friendly webpage
- Entirety of application is developed from scratch

Ad-B-Gone: An Effort to Reclaim the End User Experience (Palm Bay, FL)

- In opposition to today's status-quo, an ad-free experience is achieved via a mini desktop and free browser add-ons
- This solution has saved over \$175 in yearly subscription fees to popular streaming platforms

EDUCATION

UNIVERSITY OF FLORIDA Bachelor's in computer science, sales engineering minor, Cum Laude

Summer 2019