

KENNY ROFFO

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State University of New York at Oswego

B.S. Physics, Mathematics, Computer Science, Honors Program, 3.66

May 2017

TECHNICAL SKILLS

Languages	Python, Java, SQL, Cypher, C/C++, Javascript,
Tools	PostgreSQL, Neo4J, AWS, Git, Docker

PROFESSIONAL EXPERIENCE

Fermata Discovery Inc.

Feb 2023 - Present

Engineering Team Lead / Backend Engineer

New York, NY, USA

At this early stage startup I led a small engineering team in rapidly prototyping and developing features. In addition to setting standards and mentoring the engineering team on improving internal workflows, I bridged the gap to product and sales to ensure efforts were focused on the right areas, and estimates were realistic. Notable contributions to the backend include designing and implementing a datasets module which processes and analyzes millions of records on persons and their relationships, as well as building out an expansive regression test suite. The tech stack included a Python, PostgreSQL, Neo4J, Terraform, and AWS.

Percent Technologies

April 2022 - Feb 2023

Backend Software Engineer

New York, NY, USA

For my introduction to startups I worked as a backend engineer at Percent, where I worked primarily in the Esign area of the system. This included modeling investor profiles in, preparing profile form schemas, and filling PDF documents programatically. The tech stack included Java, PostgreSQL, Kubernetes, and AWS.

NASA Jet Propulsion Laboratory

June 2017 – April 2022

Engineering Applications Software Engineer

Pasadena, CA, USA

Aerie (Open Source)

2019 – 2022

Aerie is a project focused on designing and building a service-based architecture aimed at addressing mission planning needs, including simulation and activity scheduling. I worked as an engineer on the backend which was primarily in Java. The tech stack included Java, PostgreSQL, GraphQL, and Docker.

Europa Lander

2020 – 2022

Developed a Java-based mission model for simulating various mission scenarios enabling exploration of alternative mission concepts early on in mission development. I built a highly configurable model that generates and simulates an activity plan for the full mission from landing to mission end, using JPL's Blackbird simulation engine. As the sole engineer, this project taught me a lot about software quality and how to maintain a codebase.

Flight Software Core (FSWCore)

2019 – 2020

Contributed to the sequencing engine component of the flight software project FSWCore. Working on a team of two, we designed and built a sequencing engine that satisfied product requirements while attaining high quality software design. My main responsibilities were requirements engineering, test development and contributing to design discussions. The software was written in the C programming language.

InSight

2017 – 2019

Worked with two others to develop a custom simulation model and a suite of Python-based tools to perform various tasks for use in daily ops planning. These tools were used to plan and operate the InSight Mars Lander daily once the spacecraft landed on the surface of Mars. Our most notable product was an excel-like UI fully integrated with our simulation and reporting tools.

AWARDS

Europa Lander Team Award, NASA JPL	<i>April 1, 2022</i>
NASA Honors Award, NASA	<i>September 28, 2020</i>
NASA Group Achievement Award, NASA	<i>August 28, 2019</i>
Successful completion of the Link Complexity and Maintenance Tool, NASA JPL	<i>July 13, 2018</i>
Development and Delivery of the Link Complexity Scheduling Tool, NASA JPL	<i>Sept. 22, 2017</i>