Kenneth Munk

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Currently looking for the next step forward in a software developer career track.

CSUS ID: 302322007

Willing to relocate: Anywhere
Authorized to work in the US for any employer

Work Experience

Validation Technician / Platform Replication Lead / Remote Coverage Lead
Intel - Folsom, CA
October 2020 to August 2021

(Contracted by Beacon Hill Staffing Group)
[Project 1] Automated Testing Validation as of October 2020
• Run software tests on various hardware projects.
• Validate results from tests on hardware.
• Debug erroneous data to eliminate bad configs and bad test data.
• Find ways to further optimize testing via automation with additional tools to reduce human interaction time
• Review code to find out why tests are performing the way they perform.
• Develop a script to organize messy JSON data [one-off tool]
• Develop a script to convert bulk JSON data into status report with little human interaction [one-off tool]

[Project 2a] Platform Replication and debug as of March of 2021
• Problem triage and filtering to categorize or eliminate problems
• Platform bring-up to replicate and isolate test case conditions
• Software debugging with tools like winDBG, winSDK, event logs, and other software tools
• Hardware debugging with Target Probe, DbC, and closed chassis adapters in conjunction with software tools to read hardware registers
• Code analysis of software projects based on results from hardware debugging and event logs
• Detailed documentation of replication activities to isolate issues to their core
• Relaying information to individual points of contact
• Generate queries to identify and triage problems and generate reports
• Deploy hardware and software tools to help enable remote debugging by engineers
• Developing software tools both open source and proprietary to enhance platform bring-up time and team performance [example open-source extracting utilities]

[Project 2b] Platform Replication Lead / Remote Coverage Lead
• Build a team culture centered around exploration, documentation, and troubleshooting
• Mentor technicians on new tools and ideas

• Balance workloads across the team of 4 people to more effectively get work done for various mini projects
• Build an information infrastructure that would further enable the team and it's patrons on future tasks
• Identify hardware needs and procure hardware to enable the team on current and future projects
• Generate weekly status reports on the number of issues touched based on database queries

Technician II
Teleplan International - Roseville, CA
September 2018 to May 2020

Order processing:

• Check order configurations
• Assemble server units
• Check, upgrade and/or install server software
• Check for and troubleshoot issues then implement corrective action, or replace units where necessary
• Read and understand hardware related documentation

New Product Documentation

• Accept and document new products in detail
• Research technical documentation regarding new products and include any caveats within documentation
• Currently iterating and refining automation code to accelerate the documentation process. (Successful with room for improvement)

Automation engineering:
• Onboarded by previous engineer for automation maintenance programming and development for department automation project
• Currently drafting an extension to the project to enable more flexibility for the fast paced changes slated to occur in the department.

This position was under contract with Aerotek until October 1, 2018

Device Operator
Teleplan International / Aerotek - Roseville, CA
August 2017 to September 2018

• Test device performance for production units,
• Troubleshoot problem units,
• Streamline production to improve personal capacity,
• Time management to ensure smooth function,
• Log test results into proprietary systems,
• Basic quality control to ensure products will meet the expectations of customers.

This position was under contract with Aerotek until October 1, 2018

Education

Associate in Business Management (Paused)
Sierra College - Rocklin, CA
January 2019 to Present

Associate in Business Marketing (Paused)
Sierra College - Rocklin, CA
January 2019 to Present

Associate in Business (Paused)
Sierra College - Rocklin, CA
January 2019 to Present

Associate in Computer Science (Transfer)
Sierra College - Rocklin, CA
January 2019 to Present

Associate in Embedded Systems Programming (Transfer)
Sierra College - Rocklin, CA
January 2019 to Present

AS in Business Management (incomplete - transferred)
Chemeketa Community College - Salem, OR
September 2013 to June 2017

Skills

- Customer Service (4 years)
- Maya 3D (5 years)
- CAD Inventor (3 years)
- Manga Studio 5 (3 years)
- Small Business Operations (Less than 1 year)
- Adobe Dreamweaver with html and css coding (2 years)
- Unreal Engine (Less than 1 year)
- Amazon Lumberyard game engine (Less than 1 year)
- MudBox 3D (Less than 1 year)
- Soldering (Less than 1 year)
- Unity Game Engine (2 years)
- Blender 3D (6 years)
- C# (2 years)
- Source Control (Git) (3 years)
- HTML
- Python (2 years)
- Java (1 year)

- Shell languages (Powershell, cmd, bash, etc) (2 years)
- Adobe Photoshop
- Agile
- SQL (Postgres, MYSQL, SQLITE3) (Less than 1 year)
- Linux
- C/C++
- GitHub
- Unity Shader Programming (Shader Syntax) (2 years)
- Scripting
- C
- Shell Scripting
- Software debugging with windbg (Less than 1 year)
- Software debug with process debuggers (Less than 1 year)
- Bios deployment (3 years)
- Hardware debugging (Less than 1 year)

Links

https://kenmunk.itch.io

https://www.KenMunk.com

Assessments

Technical Support Skills — Highly Proficient
December 2018

Measures a candidate's ability to apply protocols to identify errors and solutions in order to maintain system function.
Full results: Highly Proficient

Graphic Design Skills — Highly Proficient
December 2018

Measures a candidate's ability to create visual media to effectively communicate information and concepts.
Full results: Highly Proficient

Data Entry Skills — Expert
December 2018

Measures a candidate's ability to accurately input data and effectively manage databases.
Full results: Expert

Written Communication — Highly Proficient
December 2018

Measures a candidate's ability to convey written information using proper grammar rules.

Full results: [Highly Proficient](#)

Mechanical Skills: Aptitude — Expert

December 2018

Measures a candidate's ability to understand and apply mechanical concepts and processes.
Full results: [Expert](#)

Spreadsheets with Microsoft Excel — Expert

June 2019

Excel knowledge including common tools, PivotTables, conditional & nested formulas, and custom visuals.
Full results: [Expert](#)

Data Analysis — Proficient

December 2018

Measures a candidate's skill in interpreting and producing graphs, identifying trends, and drawing justifiable conclusions from data.
Full results: [Proficient](#)

Troubleshooting for Maintenance Technicians — Highly Proficient

June 2019

Measures a candidate's ability to apply mechanical reasoning when repairing malfunctioning hydraulic, pneumatic, and electrical systems.
Full results: [Highly Proficient](#)

Programming Fundamentals — Highly Proficient

July 2020

Designed by engineering managers and real-world employers, this test gives you hard data points to evaluate technical competency
Full results: [Highly Proficient](#)

Problem Solving — Proficient

May 2019

Analyzing relevant information when solving problems.
Full results: [Proficient](#)

Indeed Assessments provides skills tests that are not indicative of a license or certification, or continued development in any professional field.

Additional Information

Related Courses

Spring 2019 -- Communications (C#)

• Mid Term Project: Group Think Visual Novel Game
• Final Project: Meriu -- Game demonstrating teamwork

Fall 2019 -- Programming 1 (Java)
Spring 2020 -- Programming 2 (Java)

• Final Project: Stock Market Analysis Widget

Summer 2020 -- Unix/Linux (Ubuntu via ssh)

• Final Project: Campus Chat System (Front end)

Summer 2020 -- SQL (PSQL,mySQL,SQLite)

• Final Project: Campus Chat System (Back end)

Fall 2020 -- System Programming with C (C)
Fall 2020 -- Assembly Language

Personal Projects
2018 -- Alloy Generation System (Prototype) (Partial Failure)
2018 -- Procedural Map Generator (Prototype) (Partial Success)
2018 -- Turret "Soccer" (Project name Cannon Ball) (Prototype) (Partial Success)
2018 -- Sword Shader (Prototype) (Success .. needs a use)
2018 -- 2D emulating shader (Utility) (Used in several projects)
2019 -- Course Directory Generator Script (Used every term)