

# LEWIS M. CLUCK

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## **Software Engineer**

*Diverse background demonstrates well-rounded experience from the fields of military simulation, telecommunications, and real time systems. Demonstrated success on solo and team projects. Proven commitment to quality.*

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## **TECHNICAL SKILLS**

**Languages:** C, C++, Java, Visual Basic, PASCAL, x86 Assembly, Perl, XML, HTML, SQL

**Methodologies:** Object-Oriented Analysis/Design, Unified Modeling Language, Distributed Simulation, OpenGL, C++ Standard Template Library (STL)

**Databases:** Access (95, 97, 2000, XP), PostgreSQL

**Operating Systems:** Windows (95, 98, 2000, 3.51, NT 4.0, XP), UNIX, VMS, Linux

**Protocols:** TCP/IP, UDP, DIS, RPC

**Applications:** Visual Studio 6.0, Visual Studio .NET, Photoshop CS, SourceOffSite, Visual SourceSafe, FalconView, Ethereal, xercesc, MATLAB, Eclipse, Subversion, Gimp, StarUML

**Security Clearance:** Active Secret

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## **PROFESSIONAL EXPERIENCE**

**STX Cadware, Inc.** **Las Colinas, TX** **10/2008-5/2009**

### **Software Engineer**

- Designed a relational PostgreSQL database schema to replace existing embedded Berkeley db. Created a tool to export data to an intermediate format (XML) using xercesc to preserve data. In addition, created scripts to automatically build new db and populate with the intermediate data.
- Refined original design documentation using StarUML to improve server architecture by leveraging a more object-oriented approach.
- Migrated legacy server Linux-based application from C/C++ to Java using Eclipse IDE.

**SDS International, Inc.** **Dallas, TX** **2003-2008**

### **Software Engineer**

- Instrumental in refactoring legacy PC based distributed flight simulator from a procedural approach written in C to a plug-in architecture implementing an object-oriented approach written in C++.
- Designed and implemented a voice over IP plug-in based on the IEEE 1278.1 DIS protocol standard to emulate radio communication. Audio was encoded as

either mu-law or eight/sixteen bit PCM.

- Constructed Heads Up Displays using OpenGL to emulate various military aircraft based on flight manual specifications targeting an OpenSceneGraph based image generator.
- Designed photo-realistic aircraft instrument panels used in flight simulator plug-ins using DirectX or GL Studio.
- Added the ability to record and play back simulation sessions to/from disk by saving simulation state information to XML using xercesc.

**NEC America, Inc.** **Irving, TX** **1998-2002**  
**Assistant Engineer**

- Designed a stand-alone PBX programming tool written in Visual Basic 6.0 to simplify repetitive PBX programming tasks.
- Tested and debugged a suite of software packages to support maintenance and administration of the 2000 / 2400 line of NECs PBX phone systems using Visual Basic and C / C++.
- Constructed test machines from various types of hardware and installed various Windows operating systems to facilitate product testing.

**Teledyne Brown Engineering** **Richardson, TX** **1996-1998**  
**Software Engineer (Intern)**

- Designed, tested, and debugged user interfaces for real-time data acquisition systems on various operating system platforms (UNIX, VMS, and Windows).
- Additional projects included porting legacy code from FORTRAN to C.
- Trained customers in the use of graphical user interface design tool.
- Created utilities to using C and SQL to populate relational databases with test data for processing by real-time control system and to debug GUIs.

**United States Marine Corps Reserve** **Naval Air Station** **1985-1993**  
**Dallas**

**Sergeant**

- Trained as a Precision Measuring Equipment Lab Specialist (MOS 6492).

## EDUCATION

**University of Texas at Dallas** **Richardson, TX** **2002**  
 Bachelor of Science in Computer Science Engineering

- Cum Laude
- Member Gold Key International Honor Society.