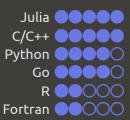


Keith Rutkowski Computer Scientist

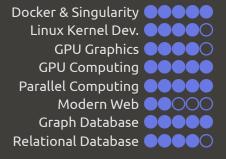
🔼 Contact -

- @ keith@analytech-solutions.com
- 906-458-2656

</>/> Languages -



Technology



Certifications

CompTIA Security+



- > Tony Dupont
- Brent Halonen

Experience -

Owner / Chief Computer Scientist

Analytech Solutions, LLC

Provide innovative research and development, modeling and simulation, data analysis, and software/computing services.

Manager of Scientific Computing

Signature Research, Inc.

2016-2019

2019

- Developed new corporate modeling and simulation capabilities by obtaining and leading two \$1 mil. software development efforts.
- Contributed to proposal development increasing revenue for the company and requiring the software development team to double in size.
- Instituted the company's software development policies, including:
 - Agile (Kanban) development, > code review and quality assurance,
 - documentation process, andtest and release management.
- Designed innovative Linux-based HW/SW solutions.
- Managed the scientific computing infrastructure:

 - version control and issue tracking,
 Docker services frameworks, and
 continuous integration system.

Senior Software Engineer

2009-2016

Signature Research, Inc.

- Led numerous software development efforts, including:
 - a high-performance and high resolution terrain thermal model,
 - > the next-generation multi-spectral terrain modeling framework to support synthetic simulation in both heat and radiative transfer.
- Co-invented a weigh-in-motion scale (US patent US8736458 B2).
- > Garnered funding of a \$2 mil. high-performance, GPU-based computing cluster for real-time ray-trace rendering.
- > Developed and demonstrated an industry first real-time ray-trace thermal rendering system.

Teaching Assistant

2005-2008

Michigan Technological University

Taught 10 semesters of "Software Development with C/C++" courses.

Education

Ph.D. Candidate in Computer Science

2007-2008

Michigan Technological University

> Researched Human-Computer Interaction focusing on muscle memorybased performance enhancements and methods of data interaction.

M.S. in Computer Science

2005-2007

Michigan Technological University

Developer of the pirate-themed game engine used in the first ever BonzAI Brawl AI programming competition.

B.S in Computer Science

1999-2003

Northern Michigan University

Researched and presented work in embedded, real-time Linux-driven robotics at Argonne National Laboratory's Undergraduate Symposium.