

Anthony M. Barraco

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Summary

Proficient with Java, C#, C, C++, ObjectiveC, Visual Basic, JSP/JSF/Servlets, JavaScript, HTML, CSS, SQL

Professional History

VMASC, Senior Project Scientist
1030 University Blvd.; Suffolk, VA; 757.203.2697
Jun 2012 – Present

GENERAL DYNAMICS, Software Developer
112 Lake View Parkway; Suffolk, VA; 757.203.2697
Jul 2009 – Jun 2012

EASTMAN MACHINE COMPANY, Software Developer/Project Lead
779 Washington Street; Buffalo, New York; 716.856.2200
Oct 2006 – Jul 2009

TECHNOLOGIES TO BE, INC., Software Developer
12001 Science Drive, Suite 165; Orlando, Florida; 407.737.0808
Aug 2004 – May 2006

Convergys, Technical Support
285 International Pkwy; Lake Mary, Florida; 407.771.8000
Sept 2001 – Aug 2004

Education

B.S. in Computer Science, August 2002
University of Central Florida, Orlando, Florida
GPA 3.7/4.0

Clearance

Currently holding a U.S. Secret clearance

Projects

CLOUDES

CLOUDES is a web-based application used to design and build discrete event simulations. The front-end design components were developed in HTML and JavaScript, and feature a user registration and drag and drop icons. The server was written in Java using the Spring framework with a PostgreSQL database for data storage. The WebSocket protocol was implemented to allow for push updates from the simulation engine to the client.

Risk Factor Assessment Tool

This tool automates a risk assessment process for the Naval Sea Systems Command. It is an Excel application written in VBA. It features an intuitive wizard, which walks the user through importing files, executing the automation process, and logging to help the user track down input file errors.

Coalition Battle Management System (CBMS)

A RESTful web service infrastructure that supports XML data distribution management, server sent events, an XML storage service, and XML schema validation. Added CBMS client extensions to the modeling and simulation programs VR-Forces and OneSAF. The technologies utilized include Eclipse, Visual Studio 2008, Apache web server, BaseX database, the xLightweb HTTP library, JAXB, Maven, and Subversion.

Network Effects Emulation System (NE2S)

NE2S is a tool capable of simulating network and host based effects using Windows, Linux, and Solaris software agents. A Linux J2EE web application controls the agents and was developed using the following tools and frameworks: Eclipse IDE, JSF, Richfaces, Hibernate, JBoss application server, Ant, and Subversion. The agents are written in C++ and use the ADAPTIVE Communications Environment (ACE) for platform independence. The Windows agent wraps a network driver written using the Windows Driver Model. This project required a DoD secret security clearance.

Automated Cutting Software

A software suite for Windows developed using Visual C++ .NET 2003 and SourceSafe for source control. This multithreaded MFC application requires complex synchronization methods and features client-server networking using TCP/IP to communicate with a remote terminal. Additional responsibilities included prioritization and assignment of tasks, controlling release versions, and weekly meetings with engineers and tech service.

M&S Cube

A mobile application targeting the modeling and simulation community featuring an interactive map, video and 3D graphics. It runs natively on iOS and Android devices.

Marine Logistics Tactical Decision System (TDS)

Using the JDeveloper IDE, this Java Swing project is a PC based simulation used to assist in training logistics officers. Includes real-time graphics animation, behavior modeling, and a graphical user interface.

Joint Close Air Support (JCAS) Enhancement

Part of a team that implemented an AN/PRC117F radio to the Close Combat Tactical Trainer (CCTT) System using Ada95 and C++. Simulated the AN/PRC117F user interface and integrated that user interface into new remote hardware over Ethernet.