Kevin Crepps

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github | linkedin

EDUCATION & CERTIFICATION

Cisco CCENT **Aug 2018**

CSCO12975428

CompTIA A+ **Jun 2017**

COMP001020733320

Bachelor of Science - Software Engineering **Jun 2012 - Aug 2016**

San Jose State University *San Jose, CA*

TECHNICAL SKILLS

Proficient C | C++ | Python | Linux | Git | Windows | C# | Unit Testing | Java | Bash

Exposure Agile Development | Assembly Language | Linux Kernel/Driver Development

WORK EXPERIENCE

Intel Corporation (CW) **Jun 2023 - Present**

HSIO Software Development Engineer *Hillsboro, OR*

- Developed, tested, debugged, and documented Python-based Data Center Test Automation Framework (DTAF) for stress testing 5th generation high-speed I/O endpoint devices, improving efficiency and reliability.
- Ran thousands of hours of stress tests on pre-production hardware, ensuring optimal performance and reliability prior to deployment.
- Extended existing Python code architecture for in-band testing through collaboration with senior engineers while performing remote debugging.

Intel Corporation (CW) **Aug 2022 - Jun 2023**

PnP Software Development Engineer *Hillsboro, OR*

- Developed 10+ automation workloads using Python and PowerShell that remain in daily use by multiple engineering teams, significantly enhancing operational efficiency.
- Designed 6 C++ algorithms to sort and dissect power data, significantly simplifying workflows for other engineers.
- Reduced data analysis procedures from several minutes to a single keystroke utilizing C++, significantly enhancing team productivity.

Intel Corporation (CW) **Aug 2020 - Apr 2022**

ADO Engineer *Hillsboro, OR*

- Developed, tested, debugged, and documented Autoflow automation software using Python, enhancing process efficiency and reducing manual workload.
- Collaborated with senior engineers on development of One Cloud, contributing Python code for provisioning server utilizing XMLCLI for efficient cloud resource management.
- Built and integrated 50+ SUTs into One Cloud internal mesh, managing network infrastructure on secure extended DMZ, creating network topologies, and performing advanced Linux administration.

PROJECTS

HexLoader

Software Engineer

- Developed back-end systems utilizing test-driven development with gtest, gMock, and modern C++ techniques to enhance software reliability and maintainability.
- Designed and developed front end using C++/CLI and WinForms, enhancing user interaction within the application through .NET Framework.

MirageZip

Software Engineer

- Performed unit testing of password strength evaluation and other modules using C++, gtest, and gMock, ensuring robust functionality and quality of the software components.
- Implemented 256-bit AES encryption and file compression using libzip library.

WordBomb

Software Engineer

- Developed thousands of lines of C# to implement core game mechanics including character dialog, travel systems, interactive map features, item crafting, and vendor shop functionalities.
- Created 2D/3D graphics and animations utilizing GIMP and Blender, engineered audio for sound effects in Adobe Audition, and composed music tracks for various projects.