Logan Foster

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Summary of Experiences

Software Engineer with experience in designing, developing, and testing software solutions. Recent graduate with degrees in Computer Science and Applied Mathematics, possessing a unique blend of technical acumen and mathematical reasoning. Proficient in automation techniques and adept at leveraging advanced algorithms to optimize system performance and enhance user experiences.

Professional Experience

- **Schweitzer Engineering Laboratories (SEL)** Pullman, WA
  Associate Software Engineer July 2023 - Present
  - Engineered, programmed, and validated C# applications for automated vision systems in manufacturing, incorporating custom-trained Cognex tools and reducing error rates by 25% for 1000+ units monthly
  - Improved existing visual inspection tests by quickly incorporating operator feedback and improving inspection time
  - Analyzing Splunk data daily to assist in calculating pass rate improvements as well as unit failure results
  - Began as an Intern and was quickly promoted into Associate level position
- **Museum of Captured Sun** Remote
  Full-Stack Developer May - September 2022
  - Created Networking pipelines connecting front/back-end processes, new file-visualizations, & assisted in connecting HTTP protocols
  - Assisted in packaging application into a single executable file to run on both Windows and Unix operating systems
- **Bechtel Corporation** Richland, WA
  Control Systems Engineering Intern June - August 2022
  - Tested new software database system for the on-site software deployment team
  - Aided in tuning Proportional–integral (PI) controller system for plant water flow at the Waste Treatment Plant Job site with Rapid Response team

Education

Washington State University, Pullman WA May 2024
- Bachelor of Science - Computer Science
- Bachelor of Science - Applied Mathematics

Skills

Languages	Technical Skills	Other Skills
C-Programming (Java, C, C#)	Object Oriented Programming	Robotics Programming and Design
Dynamic and Functional programming	Vision Programming	Teamwork and Leadership
Schedule Based Programming	Strong Mathematical Reasoning	Communicative

Projects

- **Boeing Scholars Program: Track Mounted Inspection System – Capstone Project** August 2023 - May 2024
  - Engineered new remote inspection systems to streamline labor-intensive tasks, enhancing personnel safety and ensuring inspection accuracy for test inspectors in accordance with FAA guidelines
  - Proposed innovative solutions resulting in substantial cost savings of millions of dollars for Boeing, whilst also significantly reducing labor requirements and saving valuable time.
  - Spearheaded an interdisciplinary cohort team with a wide variety of majors as well as students from other WSU campuses, coordinating as the lead point of contact between our Boeing project sponsor and team members
  - Worked on a Boeing Sponsored project to improve current Boeing fatigue testing using autonomous systems
- **Computer Science 321 Spreadsheet Application – Class Project** January - May 2023
  - Built a fully functional spreadsheet application using C# Object Oriented Principles and WinForms for GUI
  - Utilized Test Driven Development for the creation of new features
  - Designed personalized mathematical cell functions, undo/redo commands, cell coloring, saving and loading functionalities, as well as personalized error handling to avoid overflow exceptions
- **Computer Science 453 Sketchpad Application – Class Project** November 2022 - December 2022
  - Designed a graph theorist sketchpad application utilizing react framework to input vertices onto a page, and edges to connect them. Visible at https://lrfoster03-graph-theory-sketchpad.github.io/Lrfoster03-Graph-Theory-Sketchpad/
  - Implemented a multitude of features including directed and undirected edges, count of nodes, edges, and connected graphs on a page a time, and color options.