Troy Maust

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INTRODUCTION

Innovative Computer Engineering graduate with a strong proficiency in Java, C#, Python, and SQL. Experience as an open-source contributor to Jellyfin Media Server and developer for a satellite payload, showcasing ability to engineer creative solutions to enhance user experience. Adept at collaborating within a team to troubleshoot and resolve issues, elevating the performance of technology-driven solutions. An enthusiastic learner, eager to tackle challenges and drive innovation in the ever-evolving field of computer engineering.

COMPUTER and TECHNICAL SKILLS   EDUCATION

Languages: Java, C#, Python, SQL   Michigan Technological University | Houghton, MI
Other Tools: Docker, Git, Proxmox   BS Computer Engineering | GPA: 3.76

EXPERIENCE

Open Source Contributor, Jellyfin Media Server   January 2024 – Present
- Engineered solution in C# to allow Xbox media client to connect to the server using Webview2 and Universal Windows Platform

Patent Examiner, United States Patent and Trademark Office   Nov 2021 – Present
- Applied AI tools to search and explore emerging technologies in patents and research papers
- Examined over 50 patent applications related to modeling and simulation including autonomous vehicles, AI, shoes, oil wells, clothing production, tennis rackets, and more!

IoT Engineer, Cognizant   Aug 2021 – Nov 2021
- Trained in Java, Oracle SQL, HTML, CSS, and JavaScript
- Created a mock-up of a shopping website using the Spring Java framework, AWS, and Oracle SQL
- Used Jenkins for CI/CD with a webhook to Github

Program Manager/Deputy Program Manager, MTU Aerospace Enterprise   May 2019 – July 2020
- Managed ~100 members producing 2 satellites
- Coordinated construction of Program Management Review presentation
- Communicated with hardware vendors for quotes and purchasing
- Organized and lead several Enterprise recruiting events
- Lead weekly Project Update meetings for Auris and Stratus missions

Payload Sub-team Member, MTU Aerospace Enterprise   January 2019 – May 2021
- Wrote MATLAB beam mapping simulation for Auris satellite
- Developed novel error calculation algorithm for evaluating mission success
- Wrote Bash and Python scripts to interface between Payload and On-Board Computer
- Improved software version control using Git/Gitlab

Technical Intern, GE Aviation   July 2020 – August 2020
- Received training in lean, supply chain, and engineering practices
- Communicated effectively with teammates in newly remote workforce

Digital Logic Lab Assistant, Michigan Technological University   Sept 2020 – Dec 2020
- Troubleshooting Verilog code written by students for an FPGA
- Restocked lab components when needed

Helpdesk Intern, REMC1   May 2019 – August 2019
- Provided IT support to 25 school districts and municipal offices
- Imaged over 400 student laptops to prepare for the school year