

ROBERT MURCH

SOFTWARE ENGINEER

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SUMMARY

Software engineer with eight years of experience building embedded Linux guidance and control systems in C++, Qt/QML, and Python. Background includes system-level debugging within large production codebases and integrating AI-assisted tooling into embedded engineering workflows.

TECHNICAL SKILLS

Tech Stack:	C++, Qt/QML, Python, Shell Scripting
Systems:	Embedded Linux, CAN bus, Control Systems, Digital Logic
Tools:	Git, SVN, Jenkins, Bugzilla, Review Board, LeanKit
AI-Assisted Engineering:	Claude Code, Codex CLI, Gemini CLI

PROFESSIONAL EXPERIENCE

TeeJet Technologies

May 2018 – March 2026

Software Systems Consultant (Contract)

Jan 2025 – March 2026

Returned as a remote contractor to support final development and release efforts for the organization's primary production guidance platform.

- Performed hands-on C++ and Qt/QML development within an active Agile delivery environment
- Participated in Sprint Planning, Daily Scrums, and Retrospectives while supporting ongoing release efforts
- Assisted with final stabilization and production-focused development for a major platform release
- Integrated terminal-based AI tooling into engineering workflows to accelerate legacy system analysis and debugging

Software Developer I/II/III

May 2018 – Sept 2024

Worked on a large embedded Linux guidance and control platform used in precision agriculture systems, contributing across development, debugging, system analysis, and technical modeling efforts.

- Developed agricultural guidance and control systems using C++, QML, and Python
- Investigated complex system-level defects requiring analysis across tightly coupled embedded subsystems
- Created and interpreted UML diagrams to model and communicate complex system behavior and architecture
- Wrote technical documentation and worked across QA, stakeholder, and development workflows in an Agile environment
- Contributed to long-lived production systems involving guidance logic, rendering behavior, and embedded workflow analysis

EDUCATION & CERTIFICATIONS

- Bachelor of Science, Computer Engineering - Montana State University Billings, 2018
- Professional Scrum Master II (PSM II) - Scrum.org - 93%
- Professional Scrum Master I (PSM I) - Scrum.org - 97%
- Professional Scrum Product Owner I (PSPO I) - Scrum.org - 96%