

Ronan Meyer

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SUMMARY

Embedded DevOps and **DevSecOps** engineer with 10 years of software and hardware development experience across defense and safety critical environments. Leads CI/CD architecture for **real time systems**, connecting engineering, operations, program management, and senior leadership across controlled networks. Builds secure software factories with Jenkins, Nexus, SonarQube, Git, Bitbucket, Jira, Confluence, CMake, Visual Studio, C++, Python, VxWorks, Linux, and Windows. Delivers reproducible builds, artifact traceability, static analysis, vulnerability scanning, **code quality gates**, **hardware in the loop testing**, simulation, and cross compilation. Experience includes microcontrollers, DSPs, FPGAs, Agile metrics, audit evidence, security controls, and multi site standardization. Active DoD Secret clearance, Security+ certification, and practical AWS, Podman, and Kubernetes exposure support dependable delivery of safety critical embedded software.

EXPERIENCE

Lead Embedded DevSecOps Engineer

January 2024 - Present

Sentinel Ridge Technologies

San Diego, CA

Owns **CI/CD** architecture for embedded defense software streams across controlled networks. Leads pipeline standardization, secure automation, release evidence, and technical mentoring while aligning engineering, operations, and program leadership around dependable delivery.

- Owned **Jenkins** pipelines with Nexus and **Bitbucket**, improving release traceability across controlled networks
- Created **CMake** workflows for **VxWorks** targets, preserving reproducible builds and qualification evidence
- Added **SonarQube** gates and vulnerability scans, giving teams consistent secure coding review evidence
- Established hardware in the loop stages, accelerating failure triage with embedded systems engineers
- Standardized Git branching and artifact promotion across sites, preserving network security controls
- Mentored teams on DevSecOps and Agile metrics, strengthening audit ready delivery practices

Senior Embedded Software Engineer

March 2021 - December 2023

Orion Tactical Computing

Mesa, AZ

Developed real time embedded software and delivery infrastructure for VxWorks and **Linux** platforms. Supported configuration controlled releases, simulator development, automated testing, software documentation, and cross functional resolution of quality findings.

- Developed **C++** and **Python** software for VxWorks platforms supporting microcontroller and FPGA subsystems
- Maintained **Jenkins** and CMake builds, producing repeatable packages with controlled version metadata
- Used **Git** and Bitbucket workflows, supplying Agile metrics for release readiness discussions
- Built simulator interfaces and regression tests before hardware in the loop execution
- Integrated **SonarQube** findings into reviews, resolving quality issues with security stakeholders
- Documented life cycle procedures, interfaces, verification evidence, and release baselines

Embedded Systems Engineer

June 2018 - February 2021

Redstone Avionics Lab

Colorado Springs, CO

Implemented embedded components and integration utilities for safety critical avionics prototypes. Supported RTOS development, DSP and FPGA interfaces, reproducible builds, bench testing, anomaly analysis, and controlled engineering changes.

- Implemented **C** and **C++** components for safety critical avionics prototypes in RTOS environments
- Created Python utilities for packaging and test data, reducing preparation during integration events
- Supported DSP and FPGA bring up by tracing timing and interface issues
- Maintained **Visual Studio** and Linux builds, documenting dependencies for repeatable releases
- Executed bench and **simulation** tests, recording anomalies with reproducible correction steps
- Applied Agile reviews to controlled changes, supporting configuration management and security requirements

Embedded Software Engineer

June 2016 - May 2018

Desert Signal Research

Tucson, AZ

Developed embedded software and build utilities for microcontroller control and sensing prototypes. Supported supervised integration, Linux toolchains, Git configuration management, testing, technical documentation, and hardware interface troubleshooting.

- Developed embedded C for microcontroller prototypes supporting control and sensing functions
- Created repeatable build scripts and Git repositories for a small engineering team
- Executed unit and integration tests, documenting results against requirements and interfaces
- Supported Linux hosts and **cross compilation** toolchains, resolving dependency and configuration issues

- Prepared build and verification notes for engineering reviews and release discussions
- Coordinated prototype integration with hardware engineers, isolating software interface issues

PROJECTS

Secure Embedded Software Factory 📅 2025

Standardized secure pipeline patterns across embedded software streams with Jenkins, Nexus, SonarQube, Git, CMake, and controlled artifact promotion. Focused on traceability, reproducibility, quality gates, and audit evidence.

Real Time Hardware Integration 📅 2024

Built cross compilation, simulation, and hardware in the loop delivery stages for VxWorks software. Connected automated testing with failure triage and release verification for safety critical development.

LEADERSHIP & AWARDS

- Received recognition for leading multi site DevSecOps pipeline standardization across controlled embedded software networks.
- Earned team recognition for practical mentoring, audit evidence preparation, and dependable release troubleshooting.
- Selected as a technical lead for cross functional discussions involving software, operations, security, and program leadership.

EDUCATION

Bachelor's Degree in Computer Engineering

2016

University of Arizona GPA: 0

Tucson, AZ

Coursework: Embedded systems, computer architecture, digital logic, software engineering

CERTIFICATIONS

- CompTIA Security+ 📅 2023
- AWS Certified Cloud Practitioner 📅 2025
- DoD Secret Security Clearance 📅 2026

TECHNICAL SKILLS

- **CI/CD Platforms:** Jenkins, GitLab, Bitbucket
- **Artifact Management:** Nexus, artifact promotion, release baselines
- **Code Quality:** SonarQube, Fortify, static analysis
- **Source Control:** Git, Git branching, version control
- **Build Engineering:** CMake, Visual Studio, custom scripts
- **Embedded Languages:** C, C++, Python
- **Real Time Systems:** VxWorks, FreeRTOS, QNX
- **Embedded Hardware:** Microcontrollers, DSPs, FPGAs
- **Testing Systems:** Hardware in the loop, VectorCast, simulation
- **Cloud And Containers:** AWS, Azure, Podman, Kubernetes
- **Collaboration Tools:** Jira, Confluence, Agile
- **Operating Systems:** Linux, Windows, cross compilation
- **Security Practices:** Vulnerability scanning, code quality gates, DoD security
- **Software Delivery:** Software development life cycle, Agile metrics, release management
- **Documentation Controls:** Architecture documentation, audit evidence, accreditation documentation

SKILLS

- | | | | |
|---------------------|-------------|-----------|---------------|
| • DevSecOps | • Nexus | • C++ | • HIL testing |
| • CI/CD | • SonarQube | • Python | • Simulation |
| • Embedded software | • Git | • VxWorks | • Agile |
| • Jenkins | • CMake | • Linux | |

PROFESSIONAL AFFILIATIONS

- CompTIA professional community participant, focused on secure infrastructure and practical security controls.
- Embedded systems engineering community participant, sharing lessons from real time software integration and testing.

LANGUAGES

- English (Native)
- Spanish (Beginner)

ADDITIONAL INFORMATION

Work Status : Authorized to work in United States. No sponsorship required.

REFERENCES

AVAILABLE ON REQUEST