Menion Croll

5027 Kelso Street
Suffolk, VA 23435

Phone(757) 636-8059
e-mail: mcroll@odu.edu

OVERVIEW

Menion Croll has an undergraduate degree in computer science from Virginia tech as well as a master's degree in computer science from Old Dominion University. He has 15 years of professional software development experience, covering a broad range of topics from multiple research areas. He started out developing combat systems and tactical display systems for NAVSEA. He has experience developing distributed systems, including creating software for unmanned systems to communicate with C2 and simulation systems for live virtual and constructed simulations. He has also integrated hardware control systems and virtual environments for NASA, developed a variety of serious games for training and education, and created applications for the web and mobile devices.

PROFESSIONAL EXPERIENCE

2009– Present	**Old Dominion University** **VMASC** *Senior Project Scientist*	**Suffolk, VA**

- Integrated Air Traffic Operations Simulation (ATOS) with both hardware controls for human in the loop simulation, as well as out the window visualization for NASA LaRC.
- Developed software for connecting unmanned systems to C2 systems and other military simulations for live virtual, and constructive (LVC) simulation.
- Created a variety of serious games for medical and educational purposes.

2005 – 2009	**Virginia Modeling Analysis and Simulation Center** *Project Scientist*	**Suffolk, VA**

- Participated in research and software development relating to modeling and simulation, including ground combat simulation, crowd simulation, and serious gaming.

2001 –2005	**Combat Direction Systems Activity, Dam Neck** *Scientist*	**Virginia Beach, VA**

- Developed and maintained combat systems, tactical display systems, and machinery control systems for navy surface ships.

EDUCATION

2005-2008	**Old Dominion University**	**Norfolk, VA**

Master of Science in Computer Science

1997-2001	**Virginia Tech**	**Blacksburg, VA**

Bachelor of Science in Computer Science, Minor in Mathematics

COMPUTER SKILLS

Languages: C++, C#, C, Java, CMS2Y, ADA 95, Prolog, Scheme, Pascal, Smalltalk, assembly
APIs: Unity3D, OpenSceneGraph, Delta3D, GenesisRT, OpenGL, MFC,