Jasper Lieber

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Summary: Software Engineer with wide range of experience, including development for mobile, web, educational and enterprise applications.

Software Engineering Skills: Proficient in PHP, Java, C++, Javascript, C#, SQL, *et. al.* Many years experience on Windows, Linux, Android. Agile development. Multiple IDEs (Eclipse, JetBrains, MS VisualStudio). OO design patterns. Unit testing, test driven dev. Source control (git, svn). Issue tracking (JIRA, bugtrack, etc). AWS, Google Cloud Platform. Unity game engine, Android VR toolkit. SQL dbms, Apache, virtual machines.

Software Engineering Experience

CleanSlate Centers   Amherst, MA. July 2017 – May 2018
Enhancements and maintenance to large in-house custom medical patient record / practice management software. Full LAMP stack development using agile scrum dev processes. Worked closely with small team of 3-5 developers and 2-3 QA / UAT personnel.
Development environment: Windows & Linux on Google Cloud, PHP, Javascript, MySQL, git, MS Visual Studio.

FTL Labs Corporation   Amherst, MA. July 2016 – December 2016
Research group with diverse projects (DARPA SBIR funding). Researched technology to facilitate advanced 3D printing of aircraft parts via the use of information science ontologies to specify 3D object requirements and printer capabilities. Also prototyped android virtual reality apps, for pitch to Smith College project. Unity game engine and C# for development.
Development environment: Windows, Unity game engine platform, MS Visual Studio C#, Android VR toolkit.

Qnect   Amherst, MA. March 2014 – August 2016
Startup developing software solutions for 3D structural engineering designers, with focus on computational engineering of steel joint connections for large buildings. Developed extensive package of PHP reporting tools for structural engineer review. Developed build tools for the server code using linux toolset. With local and remote teammates, did development on the large and heavily templated C++ codebase. Agile practices.
Development environment: Windows and Linux, Eclipse, C++, PHP, MySQL.

mywedding.com   Portland, OR. April 2011 – January 2013
Programmer with a six person team doing development of mywedding.com, using agile methodologies. Worked on front and back end of the large web application, including development of both client and company side components. Developed a web services API for sharing customer data with other companies. Wrote and corrected business report generators and database management tools. Incorporated ExactTarget email marketing tools, including CAPTCHA precautions. Used Test Driven Development techniques, with code reviews and unit testing. Modernized legacy layers.
Development environment: Mac OS X and Linux, JetBrains and PhpStorm, PHP, HTML, JavaScript, CSS, MySQL, SVN and Git, Jira and other Atlassian products, VMWare and VirtualBox.

Critical Path Software   Portland, OR. October 2009 – December 2010
Developer and Technical Lead for version 1 of the Android eBay app (which went to over 3.5 million downloads). Initially hired as second engineer on the project. In December 2009, appointed to Technical Lead to coordinate weekly review and planning between CPS team (2-5 engineers, 2-4 QA, project managers) and eBay. Engineering tasks included development of major features, bug wrangling, and release engineering.
Development environment: Android SDK, Java, Eclipse, SVN, Jira.

SamSix Software   Portland, OR. August 2008 – August 2009
    Software Engineer. SamSix is a small company (5 programmers) whose main product is a comprehensive GIS and database application for utility companies. Performed a variety of enhancements and maintenance to the large java application, including working with customers on design-specific needs. Added a Microsoft VirtualEarth visualization layer, making use of the Microsoft web services SDK.
Development environment: Windows and Linux, Eclipse, Java, PosgreSQL + PostGIS, Python, Ant, SVN, Fogbugz.

Thetus Corporation   Portland, OR. February 2006 – August 2008
    Development on a suite of installers and upgraders for Thetus products. Written with InstallAnywhere scripts, the installers present panels for configuration of software deployment. Deployment is complex, with dozens of custom panels to facilitate diverse configurations backed by Java code and SQL. Also did maintenance and enhancements to the build process comprised of a family of python scripts that invoke Ant actions.
Development environment: Windows and Linux (Cygwin, Redhat), Eclipse and IDEA, Java, InstallAnywhere, Python, Ant, SVN and CVS, Wiki, Bugzilla and Jira.

VaultLab   April – August 2005
    Ported linux based application to MS Visual C++. VaultLab was a 4 person distributed company prototyping email security tools.

Neurometrics Institute   Berkeley, CA. March 2003 – October 2003
    Software development of *WinVis*, comprehensive packages for scientists conducting research on the visual systems of the brain. Tools: MS Visual Studio, C++, MatLab.

Autodesk   San Francisco, CA. November 1996 – June 1997
    3D Animation Software Engineer. Developed plug-in components to 3D Studio Max, including a slicing tool to intersect a cutting plane with 3D geometry to create architectural sections.

Alias|Wavefront (Silicon Graphics)   Santa Barbara, CA. 1995
    3D Animation Software Engineer. Developed motion capture software. Wrote data translators and device drivers to bring motion capture data into a character animation application.

University of Oregon   Eugene, OR. 1991 – 1993
    Developed educational software for the chairman of the Biology department. Wrote Macintosh applications demonstrating principles of demography and evolutionary mathematics.

Wavefront Technologies   Santa Barbara, CA. 1987 – 1990
    3D Animation Software Engineer. Developed an API for platform independent binary I/O of structured databases. Wrote a parser for a database structure meta-language. Worked on "Visual C", a SDK for outside developers. Managed nightly automated build scripts.

Auto-trol Technologies   Denver, CO. 1985 – 1987
    Member of a 10 person team developing a 3D CAD system.

Microsoft.   Seattle, WA. 1984
    Summer Engineering Intern   Involved in the development of Macintosh Basic 2.0, doing testing and writing demo-ware. Had dinner with Bill Gates.

Other Experience

- Co-holder of two patents (software licensing technology, 1986, and biological educational software, 1992).
- I spent a few years teaching at the secondary school level. In 2000, I completed a California Teachers Credential program, and spent the next year teaching mathematics in Honduras in a bilingual school.
- My family took a sabbatical in 2013 and traveled in Asia for 8 months.

Education

Cornell University   Ithaca, New York. 1981 – 1985
    Bachelor of Arts, double major in Mathematics and Computer Science.