

## Jasper Lieber

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

**Software Engineering Skills:** Strong skills with Java, GoLang, PHP, C++, C#, Python, 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, et. al). AWS, Google Cloud Platform. Unity game engine. SQL dbms, Apache, virtual machines.

### Software Engineering Experience

#### Independent Contracting Positions

*Hitpoint Studios, Inc.* Remote and Greenfield, MA. January 2019 – June 2019  
Development of game software. In GoLang, wrote RESTful APIs for server side support of web-based gaming client requests, with PostgreSQL support for state data, and technical specs for client app developers. 3 person dev team, agile dev patterns, unit testing. Jira based task tracking & code reviews.

Development environment: Windows & Linux, VirtualBox, AWS, GoLang, PostgreSQL, git, Eclipse IDE, Slack, Jira.

*CleanSlate Centers* Northampton, MA. July 2017 – May 2018  
Enhancements and maintenance to large in-house custom medical patient record / practice management software. Full stack development (LAMP) 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). Using the Unity platform, developed visualizations for a semantic database ontology. Prototyped android virtual reality apps, for pitch to a Smith College project.

Development environment: Windows, Unity game engine platform, MS Visual Studio C#, Android VR toolkit.

*Qnect, Inc* Hadley, 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 suite 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.

#### Earlier Positions

*mywedding.com* Portland, OR. April 2011 – January 2013  
Programmer with a six person team doing development of mywedding.com, using agile methodologies. Worked across the stack 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. 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 developed a comprehensive GIS and database application for large 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, PostgreSQL + 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”, an SDK for external 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.

## Education

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