

Jasper Lieber

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Skills

Languages: Java, C++, Python, C, (Flex, Pascal, Basic, Fortran, Assembler, Lisp)

Platforms: MS Windows, Linux, Mac

Development Environments: Eclipse, JetBrains IDEA, MS Visual Studio

Technology & Tools: Unix bash & Windows batch scripting, Cygwin, CVS, Subversion, XML, MySQL, Macrovision
InstallAnywhere, Apache Tomcat, Bugzilla, JIRA, Apache Ant, Wiki, Standard office application software.

Experience

- Thetus Corporation.* Software Engineer. Portland, OR. February 2006 – current
Designing and developing a suite of installers and upgraders for Thetus products. Written with InstallAnywhere scripts, the installer / upgraders present panels for configuration of software deployment. Deployment is complex, with dozens of custom panels to facilitate diverse configurations. Installer panels are backed by Java code and UI forms, and call SQL database administration tools. XML configuration files are created to configure Tomcat based and standalone servers & clients that can intercommunicate in secure networks. Currently completing work on upgraders, that parse config files & query live servers to migrate settings & databases across Thetus versions. Also do maintenance & enhancements to the build process comprised of a family of python scripts that invoke Ant actions, triggered by both a GUI interface and nightly autobuilds.
Development environment: Windows & Linux (Cygwin, Redhat), Eclipse & IDEA, Java, InstallAnywhere, Flex, Python, Ant, SVN & CVS, Wiki, Bugzilla & Jira.
- VaultLab.* Part-time Contract Software Engineer. April - August 2005
Porting linux based application to MS Visual C++. VaultLab was a 4 person distributed company prototyping email security tools.
- Neurometrics Institute.* Software Engineer. 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.
- Kinetix (Autodesk).* Software Engineer. San Francisco, CA. November 1996 – June 1997
Member of 5 person team developing 3D Studio VIZ, an architectural design visualization product slimmed down from 3D Studio Max. Developed plug-in components to the software package, including a slicing tool to intersect a cutting plane with 3D geometry to create architectural sections.
- Alias|Wavefront (Silicon Graphics).* Contract Software Engineer. Santa Barbara, CA. 1995
Developed motion capture software. Wrote data translators and device drivers to bring motion data in a character animation application.
- University of Oregon.* Computer Programmer. 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.* Full-time and Contract Engineer. Santa Barbara, CA. 1987 – 1990
3D Animation Software. Developed an API for platform independent binary I/O of structured databases. Wrote a parser for a database structure meta-language. Designed and developed code for a “Session Controller”, the main entry point to all Wavefront applications, including a file system with locking. Worked on “Visual C”, a SDK for outside developers. Developed software engineering tools in RCS, shell scripts, makefiles. Managed nightly automated build scripts.
- Auto-trol Technologies.* Software Engineer. Denver, CO. 1985 – 1987
Member of a 10 person team developing a 3D CAD system.
- Microsoft.* Summer Engineering Intern. Seattle, WA. 1984
Involved in the development of Macintosh Basic 2.0. Primary tasks were testing and writing demo-ware. Had dinner with Bill Gates.

Education

Cornell University, Ithaca New York. 1981 – 1985
Bachelors of Arts (double) in Mathematics and Computer Science.

Other Experience and Skills

- Co-holder of two patents for software licensing technology and biological educational software.
- Three years teaching outdoor education and Junior High School mathematics, in San Francisco & Honduras.
- Experience in construction and carpentry, farm work, international travel, digital photography.