

# Jasper Lieber

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## Software Engineering Skills

**Languages:** Java (3 years), C++ (5 years), C (6 years), Pascal, Basic, Fortran, Assembler, Lisp

**Platforms:** Windows, Linux, Mac

**Technology & Tools:** Eclipse, JetBrains IDEA, MS Visual Studio. Linux & Windows, Cygwin. Subversion, CVS, Python, XML, MySQL, PostgreSQL, Macrovision InstallAnywhere, Apache Tomcat, Apache Ant, Bugzilla, JIRA, Wiki, standard office application software.

## Software Engineering Experience

### *SamSix Software.*

Portland, OR. August 2008 – August 2009

SamSix is a small company (5 programmers) whose main product is a comprehensive GIS and database application for utility companies. I 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 & Linux, Eclipse, Java, PostgreSQL + PostGIS, Python, Ant, SVN, Wiki, 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 & enhancements to the build process comprised of a family of python scripts that invoke Ant actions.

Development environment: Windows & Linux (Cygwin, Redhat), Eclipse & IDEA, Java, InstallAnywhere, Python, Ant, SVN & CVS, Wiki, Bugzilla & 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.

### *Kinetix (Autodesk).*

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).*

Santa Barbara, CA. 1995

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. 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. 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.

