

Jasper Lieber

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

Software Engineering Skills: Strong skills with Java, C++, GoLang, PHP, Python, SQL. Many years experience on Windows, Linux, Android. Multiple IDEs (JetBrains, MS VisualStudio, Eclipse). OO design patterns. Agile methodologies, test driven dev, unit testing, continuous integration, paired programming. Source control (git, svn). Cloud experience with AWS, Google Cloud Platform. Unity game engine. SQL dbms, virtual machines.

Software Engineering Experience

Pragma, Inc. – www.pragma.gg Remote and Seattle, WA. January 2022 – March 2022

Spent three exciting months exploring opportunities with this game industry startup, with focus on backend server SDK development in C++17, including for Unity and Unreal dev platforms. Very glad for the experience, learned a lot. Strong company focus on test driven development, light agile practices, continuous integration, paired programming, and quick iterations towards highly performant multiplatform code. 3 person dev team.

Development environment: Windows & Linux, C++17, test-driven, paired programming, CI with buildkite, git, slack & discord for remote work support. MSVisual Studio and JetBrains IDEs.

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.

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.

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 customized with Java and SQL. Enhancements to the build process comprised (python scripts invoking Ant actions).
Development environment: Windows and Linux (Cygwin, Redhat), Eclipse and IDEA, Java, InstallAnywhere, Python, Ant, SVN and CVS, Wiki, Bugzilla and Jira.

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).
- Spent a few years teaching at the secondary school level. In 2000, completed a California Teachers Credential program, and spent the next year teaching mathematics in Honduras in a bilingual school.
- Have enjoyed farm work, carpentry, and have extensive international travel experience.
- Volunteer work with schools and non-profits.

Education

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