

Jason Smith

Senior Software Engineer

I love writing software. Getting lost in the weeds as I design and craft a solution that meets the needs of a project. I've been doing it for years now and I still look forward to turning the computer on. Yes, I even slightly enjoy the sessions spent in Valgrind chasing down a memory leak.

- I have held Top Secret clearance in the past and would be able to apply and obtain it again.

WORK EXPERIENCE

Managing Member -- Senior Software Engineer CyberMages LLC

07/2011 - Present

Orlando, FL

- Created in house tools. (Rust Git)
- Designed and assembled an eCommerce website for client. (PHP HTML/CSS Wordpress)
- Developed a database fed work-board for client. (C# WPF)
- Handled model exporting from Blender into a client's game engine in a custom format. (Python Blender)

Software Engineer Lockheed Martin

11/2008 - 07/2011

Orlando, FL

- Adapted and enhanced Microsoft Flight Simulator for pilot training. Rehashed the entire UI of the simulator. Helped add combat functionality. (C++ C# WPF DirectX)
- Helped research using Genetic Programming to train Intelligent Agents in a simulation so that they can adapt to the tactics of the trainees and provide tougher training experiences organically. (Java jMonkeyEngine)
- Created an application to interact with custom hardware to show proof of concept for detecting if a trainee is standing, kneeling, or prone. (C# XNA)
- Developed a scent distribution system that made it simple to trigger scent based hardware off of DIS packet information or other simulation triggers. (C DIS)
- Ran product demonstrations with customers and visitors.

Junior Software Engineer Institute for Simulation and Training

08/2005-11/2008

Orlando, FL

- Developed new features for the Dismounted Infantry After Action Review System. (C++ OpenGL GTK+/GDK, DIS HLA)
- Created a PDA instructor application for the HapMed tourniquet training arm. (C# Win Forms)
- Experimented with 3D gesture recognition in an AR environment. (C++ OpenGL)

EDUCATION

Bachelor of Science, Computer Science University of Central Florida

2004 - 2007



myrddin@cybermages.tech



+1 (321) 298-5552



Orlando, FL



linkedin.com/in/jason-smith-cybermages



SKILLS

Languages: C (11), C++ (17), C#, Rust, Python, Vala, TypeScript

GUI Toolkits: GTK/Gdk, WPF, WinForms, React

Editors & IDEs: vim, VSCode, VisualStudio, IntelliJ, MonoDevelop

Build Tools: CMake, Cargo, SCons, Make

Version Control: Git, SVN, CVS

Graphics Libraries: OpenGL, Vulkan

Art Tools: Gimp, Blender, Inkscape