Jane Smith

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SUMMARY

Highly skilled C++ Developer with 4+ years of experience in system-level programming, performance optimization, and real-time applications. Adept at writing efficient, low-latency code.

SKILLS

- Programming: C++, STL, Boost, Python (for scripting)
- OS: Linux, Windows, RTOS
- Tools: GDB, Valgrind, Git, CMake
- Other: Data Structures, Algorithms, Multithreading, Networking

EXPERIENCE

C++ Developer | Tech Systems | Feb 2020 – Present

- Developed high-performance modules in C++ for trading systems with <1ms latency.
- Optimized legacy codebase improving performance by 40%.
- Implemented multithreaded systems handling 100k+ requests/sec.

Software Engineer | Innovatech | Jan 2018 – Jan 2020

- Built C++ libraries for network packet processing.
- Debugged and optimized memory usage in real-time applications.

PROJECTS

- Game Engine Module: Designed physics simulation module in C++.
- Trading Platform: Built order-matching engine in C++ with focus on speed.

EDUCATION

B.E. in Computer Engineering, XYZ Institute, 2017