

Jesse Maynard Russell

Computer Engineer, Software Developer, Interface Designer

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Education

University Of New Brunswick - Class of 2010

Fredericton, New Brunswick

Bachelors Degree in Computer Engineering - GPA: 3.5

Core Concepts: Software Engineering; Object Oriented Programming; Electrical Circuit Analysis; Embedded Systems; Network Communications; Data Structures; Algorithm Optimization; Real-Time Systems; Distributed Processing; Graphing and Data Visualization; Interface Design Theory

Notable Skills

- Passionate about user interfaces and the underlying psychology of human computer interactions
- Adept at rapid prototyping and agile development methodologies
- Rigorous and scientific when debugging and troubleshooting technical issues
- Extremely proficient at learning new technologies and patterns
- Philosophically inclined towards the more abstract areas of technology

Work Experience

Front-End Engineer - IBM

[Nov. 2015 – June 2016]

- Constructed and maintained interface libraries for front-end teams
- Researched emerging interface technologies and devised best practices
- Collaborated with design teams to enhance design consistency

User Interface Developer/Technical Lead - Firmex Inc. [April 2012 – Nov. 2015]

- Oversaw re-organization of codebase architecture for mature web applications
- Spearheaded design and implementation of in house libraries and utilities
- Coordinated between cross-disciplinary teams to developed specifications and architectures for new application components
- Troubleshooted bugs and design deficiencies in legacy software modules
- Experimented with new web functionality, such as CSS3 and HTML5, and created backwards compatible application modules
- Supervised junior developers and provided technical guidance and mentorship
- Received internal innovation award for the development of browser based document viewing application

Work Experience (continued)

Mobile/Web Developer - Rycom Inc. [Aug. 2011 – March 2012]

- Developed mobile applications to tie in with existing company platforms for digital transactions and networking
- Designed and implemented Android based networking protocols to compile, store, transmit, request and parse varied data structures
- Configured and interconnected mobile hardware drivers and modules for data collection and organization

Software Developer – Lumin Ultra Ltd. [Feb. 2010 – May 2011]

- Prototyped and deployed a series of stand-alone desktop applications for performing data analysis and categorization tasks
- Developed and fine-tuned Flex user interfaces for web based content management system, along with associated data layer
- Designed software modules used for data visualization and process analysis, using 2D plots for time relationship analysis and XY parameter comparison
- Implemented Java server objects and methods for data fetching and storage, along with automated reporting and logging utilities
- Managed and customized server side MySQL database to handle storage of data readings, XML structures, and module settings
- Designed GTK interface and RTS232 communication protocols for hardware prototypes, using customized Linux kernel and C applications

Technical Coordinator – CHSR Community Radio [Oct. 2006 – Sept. 2009]

- Constructed, programmed, and maintained a Linux server to archive broadcasted audio and allow for web access to MP3 data, via Bash and PHP scripts deployed on an Apache web server
- Performed extensive upgrade of the station's broadcasting studio and trained station staff in the usage of the new equipment
- Supervised and trained volunteers in the operation of in house recording studio
- Configured and maintained broadcast hardware and software for broadcasting and recording to improve usability
- Oversaw special events involving remote broadcasting

About Me

- I counterbalance my technical aptitude with a deep fascination with human psychology and existential philosophy. I decided to re-dedicate myself to the engineering profession after reading "Zen and The Art of Motorcycle Maintenance", which has had a profound effect on my perception of the world.
- I have never derived much gratification through material reward. I only gain true professional satisfaction from the development of well-designed systems that provide true benefit to others.
- I have a deep passion for music, and spent a previous life as a freelance sound engineer and radio disc jockey. The degree to which I have organized my album collection borders on obsessive.