

Jason Urban

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EDUCATION

B.S. in Software Engineering, **Milwaukee School of Engineering**

May 2021

Relevant Coursework: Software Engineering Tools and Practices, Real Time Systems, Web Application Development, Algorithms, Developing Secure Software, Database Systems, Computer Organization.

EXPERIENCE

Game Developer, **Working Title Simulations**: Remote

February 2022 – September 2024

- Worked with Microsoft to develop the video game Microsoft Flight Simulator
- Designed airplane instruments for the flight simulator, with features such a flight planner, departure and waypoint systems, and connecting radio towers to the plane on a virtual platform, which simulated real-world counterparts and situations.
- Programmed and supported a SDK for all Boeing and Garmin supported planes which ensured consistency across frameworks, programs, and new developments within the Flight Simulator video game.
- Used TypeScript/HTML/CSS/React to make a complex UI, used C# for any backend purposes, used C++ to make changes to core files in the Flight Simulator, And used Python for any data processing.
- Collaborated with teammates to enhance existing code to improve and optimize performance for game consoles, in order to promote longevity.
- Managing the full stack development of a flight planner project that consists of unique user planning experiences specific to user preference and profiles, creating simulations for training and for fun use capabilities.
- Supports ticketing system by reviewing peers code for error, styling, optimization, and inconsistencies which allows for an organized repo and merging process.

Software Engineer, **Dematic**: Wauwatosa, WI

June 2021 – January 2022

- Wrote tests for Programmable Logic Controllers in C and Python which allowed customers to review the beta version of the inventory management system before a go live date was active. This ensured accurate data tracking within warehouses.
- Worked in Linux based operating systems to run the warehouse management software.
- Plugins were created on a need basis, written through Python to ensure accurate tracking.
- Lead new hire meetings to create a culture which enabled all employees to have up to date information regarding systems, projects, and training.

Technology Intern, **Foley & Lardner LLP**: Milwaukee, WI

January 2020 – September 2020

- Programed in C# and SQL to create an email reminder that would remind developers of bugs, glitches, features, and updates within a tracker for all in house technology.
- Worked with developers to fix issues found in the issue tracker to allow for more efficient interaction.
- Adjusted communication and work techniques to reflect changes due to online vs. in person workflows.
- Updated firm websites with SQL queries using Microsoft Pages.

Software Engineering Intern, **AbsoluteTurn Inc.**: Wheeling, IL

June 2019 – September 2019

- Created an app named AbsoluteUtilities coded in Java and JavaFx allowing for efficient everyday tasks such as, quoting, purchase ordering, and invoicing by becoming an automated process.
- Tracked inventory with Excel enabling accurate management of product and production counts.

PERSONAL PROJECTS

Project Shine | <https://github.com/JasonAbsolute/ProjectShine>

- Recreating Super Mario Sunshine physics in the Godot game engine.
- Used blender to model and animate to then import assets into the game.
- Implemented a camera system that has two modes, free roaming and follow mode.

Ziggys's Labyrinth | https://store.steampowered.com/app/2383520/Ziggys_Labyrinth/

- Co-Designed the game using Java, making game design decisions such as having a live system, quality of life features that needed to be added, overall UI look and feel, and other various features.
- Helped implement the online arena mode this included making a rendezvous server so players would be able to connect with each other peer to peer with a code.
- Play tested levels and created levels, ranging in difficulty to easy, advanced, expert and master.

SKILLS

Programming: C++, C, C#, GDScript, TypeScript, Java, Python, JavaFX, React, HTML, JavaScript, node.js, CSS
Development Tools: Bash, Git, MySQL, Godot, GitHub, Bitbucket, Android Studio, Visual Studio (2017), Visual Studio Code, JetBrains IDEs (PyCharm, IntelliJ, WebStorm), Blender