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

Software Engineer, **Working Title Simulations**: Remote February 2022 – September 2024
- Contributed to the development of Microsoft Flight Simulator, enhancing core gameplay mechanics, SDK features, and system performance to deliver an immersive and realistic user experience.
- Developed and tested gameplay systems in C++ for high-performance environments, ensuring seamless integration with core game engines.
- Collaborated with cross-functional teams to implement game features that enhanced user engagement and exceeded quality expectations.
- Debugged and optimized engine code, maintaining performance consistency across platforms.
- Managed full-stack development projects, such as a flight planner for Microsoft Flight Simulator, prioritizing user customization and training needs.
- Spearheaded technical design reviews and code audits, mentoring peers to uphold code quality and standards.
- Designed intuitive interfaces using UI frameworks, improving usability and engagement for application end-users.

Software Engineer, **Dematic**: Wauwatosa, WI June 2021 – January 2022
- Designed and executed comprehensive tests for Programmable Logic Controllers (PLCs) using C and Python, ensuring flawless inventory management system performance prior to deployment.
- Utilized Linux-based systems for development, ensuring robust and scalable software solutions.
- Developed custom plugins in Python to address client-specific needs, enabling accurate real-time tracking within complex inventory systems.
- Led onboarding and training sessions for new hires, fostering a collaborative culture and ensuring up-to-date knowledge of systems and project workflows.

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
- Currently developing a Super Mario Sunshine remake using Godot 4.0 and C#, showcasing a strong commitment to game development and the creation of robust tools that streamline and improve game production processes.

Ziggy'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