John Siegel

Email: jp@john-siegel.com
Portfolio: https://john-siegel.com

Education	**B.S. Computer Science**, Expected graduation: December 2023 Virginia Polytechnic Institute & State University (Virginia Tech), Blacksburg, VA

Skills

Languages:

C/C++ & CMake	Java	Python
Verilog	Dart	JavaScript

Software and Tools:

Flutter	Redis	React & Next.js
MongoDB	Nodejs	Socket.io
AWS	GCP	Docker
Qt	Pytorch	OpenCV
OpenGL	Git/Github & SVN	Unreal Engine 5

Experience

Stellar Science, Jr. Scientific Software Engineer, 05/2022 – Current
- Developed C++ software for physics simulation and image manipulation
- Developed algorithms for computer vision and graphics
- Created GUIs with Qt in C++ and wrote integration tests for those GUIs with Python
- Practiced test-driven development techniques in a large codebase with 30+ active developers

Phitnest, Development Team Lead, 03/2022 – Current
- Lead a team of 8 developers
- Designed the entire system architecture for a full-stack mobile app
- Wrote technical documentation and a developer wiki
- Organized sprints, scrum, and a Kanban
- Used MongoDB, Express, Nodejs, and Flutter to develop a cross-platform mobile application
- Worked directly with UX professionals and market researchers

Project Shinobi, C++ Developer, 10/2021 – Current
- Developed a video game with Unreal Engine 5
- Worked in a team of 20+ developers, artists, and sound engineers
- Worked with shaders, 3D models, texturing, dynamic lighting, animation, and UI
- Wrote gameplay algorithms in C++ using a multitude of large libraries

Awards and Activities

Google Developers Student Club Core Team, Virginia Tech, 2021 – present

Google Solutions Challenge, January – March 2022

VT Hacks, Virginia Tech Hackathon, February 2022

Lockheed Martin CodeQuest, 1st Place Winner, Suffolk, VA, 2018