

John Siegel, Software Engineer

Fairfax, VA, United States, (757) 748-1868, jpsiegel8@gmail.com

PROFILE

I started programming in 2012 when I was 12 years old. As a kid, I always found myself more fascinated with how video games were created than the actual games themselves. Because of this fascination I was constantly trying to learn more about software. I taught myself Java in my teenage years and was making money by creating Minecraft Server plugins before I ever took a programming class.

EMPLOYMENT HISTORY

Apr 2024 — Present	Chief Technology Officer, MABLE Software	Fairfax, VA
<ul style="list-style-type: none">• Earned the company over \$1 million in contract opportunities.• Created product requirements and project plans for 8 software projects.• Led the development of all 8 software projects using Next.js, PostgreSQL, AWS S3, and various AI tools/services.• Managed a team of 4 engineers and oversaw all technical operations.• Created countless diagrams and graphics to explain technical concepts to non-technical stakeholders.• Performed 40+ product demos in front of executive leadership for a wide range of clients.		
May 2022 — Feb 2025	Sr. Software Engineer, Stellar Science	Tysons, VA
<ul style="list-style-type: none">• Personally appointed as the first ever "Code-Quality Enforcer" by the CEO - Responsible for reviewing the entire company's codebase to find refactoring and improvement opportunities.• Developed prototypes for large government contract opportunities, effectively earning the company over \$2 million in government contracts.• Developed complex physics simulations in C++ to be ran on high performance computing clusters.• Solely developed a brand new GUI framework on top of Qt, designed specifically for developing editors with advanced compile-time safety.• Increased unit test coverage from roughly 45% to roughly 80% in a large 20 year old C++ codebase.• Led the project to port a massive C++ project to the web using React and Typescript.		
Mar 2022 — Mar 2024	Chief Technology Officer, Umee	Tysons, VA
<ul style="list-style-type: none">• Led a team of eight developers to create an MVP with Flutter and AWS products.• Worked alongside a design and research team to 20+ craft user stories.• Collaborated with marketing and business development teams to ensure alignment between our technological and business goals.		
Jan 2021 — Mar 2022	Lead Developer, Project Shinobi	Blacksburg, VA
<ul style="list-style-type: none">• Designed the entire system architecture for a 3D MMO game using AWS and Unreal Engine 4.• Led a team of 10 developers to implement the system architecture specification under an Agile framework.• Released the game and earned 4.5 million+ views on a YouTube demo (link).		

EDUCATION

Aug 2019 — Dec 2023	B.S. Computer Science, Virginia Tech
<ul style="list-style-type: none">• Perfect score on Quantum Computing final• Perfect scores on all Machine Learning projects• Completed 4 full-stack hackathon projects	

SKILLS

C++	Dart
Typescript	Go
Python	Node.js
Next.js	PostgreSQL
React	Type-Safety
Langchain	Puppeteer
Qt	Unit Testing