John Siegel, Software Engineer

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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 teennage 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

- 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

- 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 complex physics simulations in C++ to be ran on high performance computing clusters.
- Worked with our clients to develop GUIs that perfectly solve their problems.
- 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

- Led a team of eight developers to create an MVP with Flutter and AWS products.
- Worked alongside a design and research team to 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

- 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

- Perfect score on Quantum Computing final
- Perfect scores on all Machine Learning projects
- Completed 4 full-stack hackathon projects

SKILLS

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