# John Siegel

Email: <u>ip@john-siegel.com</u> 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
TypeScript Dart Go

# Web Development:

Flutter Redis React, Next.js
MongoDB Nodejs Socket.io
AWS GCP Docker

#### Other Skills:

Test-Driven Dev. Agile Github Actions
Qt PyTorch OpenCV
OpenGL JUnit Jest

# **Experience**

### Stellar Science, Jr. Scientific Software Engineer, 05/2022 - Current

- Developing C++ software for physics simulation and image manipulation
- Working on tasks related to computer vision and graphics
- Creating GUIs with Qt
- Practicing test-driven development techniques in a large codebase

### Phitnest, Development Team Lead, 03/2022 - Current

- Leading a team of 8 developers
- Writing technical documentation and a developer wiki
- Organizing sprints, holding scrum, and using a Kanban on Notion
- Gaining experience using MongoDB, Express, Nodejs, and Flutter to develop a cross-platform mobile app
- Working directly with UX professionals and market researchers

### Project Shinobi, C++ Developer, 10/2021 – Current

- Developing a video game with Unreal Engine 5
- Working in a team of 20 developers
- Wrote AWS Lambda functions for post-login hooks
- Setup a CI / CD pipeline with Codemagic
- Earned 3.5+ million views on a YouTube demo.