

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
Verilog

Java
Dart

Python
JavaScript

Software and Tools:

Flutter
MongoDB
AWS
Qt
OpenGL

Redis
Nodejs
GCP
Pytorch
Git/Github & SVN

React & Next.js
Socket.io
Docker
OpenCV
Unreal Engine 5

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
- Working with complex shaders, 3D models, texturing, dynamic lighting, animation, and UI
- Writing 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