

Jessica Blizzard

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Software Engineer

An accomplished software engineer with experience in the full development cycle from concept to production. Skilled in programming interactive applications in a variety of industries including software as a medical device, gaming and entertainment.

Summary of Qualifications

- Software as a Medical Device development with multiple titles in production
 - Mobile application development with multiple shipped titles
 - Experience working with iOS and Android
 - Video game development with multiple shipped titles
 - Strong knowledge of JavaScript, Typescript, Java
 - Skilled at understanding a client's requirements and delivering a User Experience to meet them
 - Able to analyze, debug and maintain code
 - Able to learn new technologies quickly
 - Hard working team player
 - Capable of managing multiple concurrent projects to completion
 - Experience working in Agile development
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Technical Skills

Languages: Javascript, Typescript, C#, Objective-C, Java, Python, C++

Development Tools: Microsoft Visual Studio, Android Studio, Xcode, Atlassian tools (JIRA, Confluence, Bitbucket), JetBrains tools (Webstorm, PyCharm), GitKraken, Circle CI, Apple Developer Portal, Apple Connect, TestFlight, Figma

Development Experience: React, React Native, iOS, Android, Redux, RTK Query, BLE, SQLite, NoSql, User Interface, User Experience, REST API, CSS, JSX, JSON, Material UI, Styled Components, Middleware, CI/CD, AWS Elastic Beanstalk

Documentation: Software Requirements Specification (SRS), Software Design Description (SDD), Software Architecture Description (SAD), Verification and Validation (V&V), Traceability Matrix

Professional Experience

Promenade Software, Inc. – Irvine, CA

October 2015-July 2024

Software development company for medical devices and other safety-critical applications

Principal Software Engineer

Worked closely with clients to develop products through design, implementation, and production. Led development teams to deliver key milestones on time and within budget. Projects required knowledge of Middleware, consuming REST APIs on the client side, designing NoSql database architecture, designing architecture for high risk medical device software applications.

Client/Project examples include:

WaveNeuro - MeRT

- React-Redux Typescript application for Web Browser
- Web portal with multiple user roles: allows users to manage patients, control treatment device, and create treatment regimen

- Communicates with database through Middleware hosted by AWS
- Communicates with device over serial
- Implemented the User Experience/Interface according to specifications
- Delivered product to client and it is in use worldwide: <https://www.waveneuro.com/mert>

Vektor Medical - vMap

- React-Redux Typescript application for Web Browser
- Collaborated with client to design User Experience/Interface
- Communicates with backend using TCP/IP
- Implemented the User Experience/Interface according to specifications
- Delivered product to client for clinical trials: <https://www.vektormedical.com/vmap>
- Product was FDA approved in Q4 of 2021 and began commercial use in Q1 of 2022

Companion Medical - InPen

- iOS application for tracking and calculating insulin dosage
- Communicates with InPen device over BLE
- Implemented the User Experience/Interface according to specifications
- <https://www.medtronicdiabetes.com/products/inpen-smart-insulin-pen-system>

DTS, Inc. – Calabasas, CA

September 2012-February 2015

Audio/Visual Technology Engineering company

Software Engineer

Created and released *DTS Headphone:X* for Android

SRS Labs, Inc. – Santa Ana, CA

October 2010-September 2012

Audio Technology Engineering company

Contract Software Engineer

Released multiple titles for iOS and Android, most notably *MyTunes* and *Relaxation Portal*

Big Boat Interactive – Marina Del Rey, CA

June 2009-November 2010

Interactive Entertainment company

Contract Programmer

Debugged multiple projects for iOS and OSX

Skyworks Interactive, Inc. - Seal Beach, CA

February 2008-April 2009

Interactive Entertainment company

Software Engineer

Created and released *Crime Spree* for iPhone and iPod Touch

MumboJumbo LA - Costa Mesa, CA

July 2006-January 2008

Game Development Company

Programmer

Multiple released projects for PC and handheld systems, most notably *Neopets Codestone Quest* and *Myth Match*

Education

B.S. in Computer Science, Real Time Interactive Simulations, DigiPen Institute of Technology, Redmond, WA

Certified Veterinary Technician, Regional Occupational Program, Mission Viejo, CA