

Justin Meiners

Software Engineer

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<https://github.com/justinmeiners>

About

I combine strong computer science fundamentals with an ability to make effective decisions and deliver real products to customers. I have a history of bringing projects from start to finish. I believe that planning and design are essential to effective programming.

Skills: programming, math, computer graphics, web development, product design.

Favorite Tools: C, C++, Lisp (JS or Python at work), OpenGL, unix, make, git, vim, shell scripting,

Experience

Software Engineer - Freelance

July 2019-

JavaScript, WebGL, C#, Python, C, SQL, Django, Html, CSS, Docker

Consulting on hard technical problems. Contributions include a 3D human anatomy explorer, a fuzzy search engine, custom bluetooth device integration, and a system that watches sporting events and asks viewers engagement questions.

Engineering Manager/Engineer - Pyroflex

May 2018-July 2019

JavaScript, TypeScript, C++, Haskell, SQL, Node.js, Linux, Docker

Learned how to write large-scale web applications from a team of internet and cryptography experts. Became a manager and led several cryptocurrency projects, including a distributed system for aggregating coin price data and a tool for writing Ethereum smart contracts.

Graphics Programmer - Heizenrader

Sep 2016-May 2018

C#, Unity, CG Shaders, HoloLens, Vive

Created VR simulations of medical procedures for Fortune 500 companies. Deepened graphics knowledge and overcame user experience challenges in using VR for training.

Mobile/Web Developer - Freelance

2015-2017

Python, Django, Objective-C, C#, iOS, Java, Android, Html, CSS

Created mobile and web apps for small businesses and government. Worked closely with customers to design and sell reliable solutions. Several have served customers for 8+ years.

iOS Developer - Infuse Medical

Mar 2011-Aug 2013

Objective-C, iOS, OpenGL, GLSL Shaders, Maya, Python

Personally programmed more than 25 iOS apps for medical device manufacturers, including Fortune 500 companies. Focused especially on 3D graphics. Collaborated with artists, sales, and customers to ship projects.

Programmer - Christa McAuliffe Space Education Center

Feb 2009-Feb 2011

Objective-C, macOS, OpenGL

Wrote space shuttle simulators, designed to teach kids science and math skills. Learned how to write "real" code and work with other programmers in a team.

Education

M.S Mathematics - Brigham Young University

2019

GPA: 4.0. Developed research level skills in math and computing. (Have not graduated. Writing thesis.)

B.S Mathematics - Utah Valley University

2015-2018

GPA: 3.88. Also studied philosophy (minor) and computer science (15 credits).