

Justin Meiners

Software Engineer

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<https://justinmeiners.github.io>

About

I have a history of bringing projects from start to finish, working with customers, and solving tough technical problems. I believe that planning, and design are essential to effective programming. I am skilled and interested in the following areas:

Graphics & Visualization: Modern OpenGL, Html canvas, graphics theory, shaders, optimization, linear algebra, vector calculus.

Unix/Linux Systems: C, C++¹, STL, unix philosophy, make, git, vi, shell scripting, web backends.

Object Oriented Programming: Objective-C, C#, Java, TypeScript, design patterns, code reuse, maintainability.

Experience

Independent Contractor

July 2019-

C#, Kotlin, Python, Django, JavaScript

Mobile and backend web development. Specialized in solving hard technical problems for other teams, including a fuzzy search engine, and custom bluetooth device integration.

Engineering Manager/Engineer - Pyrofex

May 2018-July 2019

C++, JavaScript, TypeScript, V8, SQL, Node.js, Linux

Led development of several crypto currency related projects, including a distributed system for aggregating coin price data, a tool for writing smart contracts, and a server runtime based on the capabilities security model.

Graphics Programmer - Heizenrader

Sep 2016-May 2018

C#, Unity, HoloLens, Vive

Created VR simulations of medical procedures for Fortune 500 companies. Played a significant role in project management and designing solutions for customers.

Mobile Developer - Independent Contractor

2013-2017

Objective-C, Swift, Java, Python, Django, Html, CSS

Created mobile and web apps for small businesses, including releases on the iOS App Store and Android Play Store. Worked closely with customers to design and sell solutions.

Web Developer - Provo City Library

Sep 2015-Sep 2016

C#, Html, CSS, SQL

¹C is my favorite language. I am comfortable with modern C++ and generic programming.

Responsible for a public library website and online summer reading programs. Contributed to the open source project "The Great Reading Adventure".

iOS/Graphics Developer - Infuse Medical Mar 2011-Aug 2013

Objective-C, OpenGL, Python

Personally programmed more than 25 iOS apps for medical device manufacturers, including Fortune 500 companies.

Created a library for 3D rendering on iOS and Mac including Maya plugins for artists.²
Taught a course on computer graphics programming.

Programmer - Christa McAuliffe Space Education Center Feb 2009-Feb 2011

Objective-C, OpenGL

Developed an SDK for creating space shuttle simulators, in which several users connect together and collaborate on missions, designed to teach math and science skills.

Education

Mathematics - Brigham Young University 2019

Graduate analysis, topology, and algebra.

B.S Mathematics - Utah Valley University 2015-2018

GPA: 3.88. Minor: Philosophy

Significant coursework in CS including OS theory, computer architecture, and algorithms & data structures.

²The library I developed was very similar to Apple's SceneKit, which had not been announced at the time.