

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

Experience

Engineering Manager - Pyrofex

March 2019-Current

- Haskell, JavaScript, Bash, SQL, Node.js, Linux
- Led development of a cryptocurrency payment processor, which included a distributed system for recording and aggregating price data from exchanges.

Software Engineer - Pyrofex

May 2018-March 2019

- C++, JavaScript, TypeScript, V8, SQL, Node.js, Linux
- Designed and developed a cross-platform IDE for writing Ethereum smart contracts (Solidity, Vyper, etc).
- Administered in-depth hiring interviews on topic such as algorithms, graph theory, and systems design.

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.

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

- Wrote libraries and shader effects for the VR team. Evaluated new technologies for team use.

Contractor

2013-2017

- Objective-C, Swift, iOS, Java, Android, Python, Django, Html, CSS
- Created mobile and web apps for small businesses, including releases on the iOS App Store and Google Play Store.
- Worked closely with customers to design and sell solutions.

Web Developer - Provo City Library

Sep 2015-Sep 2016

- C#, Html, CSS, SQL
- Responsible for a public library website and online summer reading programs. Contributed to the open source project "The Great Reading Adventure".

Mobile/Graphics Developer - Infuse Medical

Mar 2011-Aug 2013

- Objective-C, OpenGL, iOS, macOS, 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 tools for Maya artists.² Taught a course on computer graphics programming.

Programmer - Christa McAuliffe Space Education Center

Feb 2009-Feb 2011

- Objective-C, OpenGL, macOS
- 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.
- Taught an introductory course on Objective-C.

Education

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.
- Earned "A"s in modern algebra and real analysis.

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