# JASON ERB | Senior Software Developer & Architect

## Kingston ON CA | [+1-343-333-4397](tel:+1-343-333-4397) | [consulting@jason-erb.com](mailto:consulting@jason-erb.com) | [jason-erb.com](https://jason-erb.com) | [linkedin.com/in/jason-erb](https://www.linkedin.com/in/jason-erb/)

### SUMMARY

25+ years of professional experience delivering desktop/mobile/embedded/web software in a wide range of platforms/languages/technologies/domains, including robotics, geospatial analysis, brain-computer interfaces, and distributed computing. Creator of the [Om programming language](https://www.om-language.com). Lover of elegant and complete solutions.

### SPECIALTIES

**Hard:** C++ (22+ years, with STL, Boost, Qt/QtQuick/QML), C, CMake/CPack/CTest, JavaScript, i18n, SDLC

**Soft:** Creative, open-minded, perceptive, logical, incisive, proactive, diligent, flexible, receptive, adept, inclusive

### EXPERIENCE

#### Distributive | Kingston, Ontario, Canada

##### Senior Software Developer (Contract) | August 2019 - September 2024

* **Technologies:** C++, CMake, CPack, CTest, Boost, Google V8, Google Dawn, Google Omaha, JavaScript, Node API, WiX Toolset, Win32 API, Bash, Sockets, Linux, Windows, MacOS, Docker, Git, GitLab CI
* **Contributions:** Google Dawn, Google Omaha, Google V8, Uncrustify
* Architected, developed, and owned [DCP Native](https://gitlab.com/Distributed-Compute-Protocol/dcp-native), the native layer of the Distributive Compute Protocol, enabling users to install/configure/run workers for a distributed computer on x64 and arm64 variants of Ubuntu, MacOS, Windows, and Docker (via multi-architecture image)
* Created the cornerstone cross-platform, multithreaded, multiprocess, socket-based native V8-embedded JavaScript evaluation server, with WebGPU capabilities, for securely executing distributed code
* Made a screensaver that performed distributed work, along with a graphical configuration application
* Established a Swiss-watch CI build/test/release process that generated graphical installers/containers and deployed to alpha/beta/release channels for manual/automatic download on all platforms
* Mentored junior developers (reviewed design, pair-programmed) to add features such as live debugging

#### Suitable Technologies | Palo Alto, California, United States (Remote)

##### Senior Software Developer (Contract) | May 2013 - January 2020

* **Technologies:** C++, CMake, Qt, QtQuick, QML, Python, Linux, Windows, MacOS, Android, iOS, Objective-C++, Git
* **Contributions:** Qt
* As the first developer hired after spin-off from Willow Garage, joined the team responsible for both the embedded and client (“pilot”) software for the acclaimed Beam remote presence robot
* Ported pilot software to iOS and Android; successfully devised a mobile driving model and UI that achieved both safety and usability
* Led the addition of a high-definition point/tilt/zoom camera and laser pointer: delegated tasks, collaborated on the design, and contributed code
* Internationalized code (including RTL support), instituted i18n best practices, and oversaw localization
* Authored a network diagnostics tool and UI for troubleshooting call quality issues
* Assumed ownership of the pseudo-TCP implementation and relay-related code
* Fixed bugs, wrote unit tests, reviewed code, and conducted technical job interviews

#### PrintFleet Inc. | Kingston, Ontario, Canada

##### Senior Software Developer | July 2012 - May 2013

* **Technologies:** ASP, ASP.NET, C#, SQL, JavaScript, HTML, CSS, Windows
* Fixed and improved the core asset management web software product
* Internationalized code, automated text extraction and substitution, and oversaw localization
* Redesigned and rewrote a distributed scheduling architecture for improved device notifications
* Contributed to the design and delivery of a clean public REST API

#### Endetec (Veolia Water Solutions & Technologies) | Kingston, Ontario, Canada

##### Software Developer | March 2011 - July 2012

* **Technologies:** C++, CMake, Boost, Python, XML, XSLT, HTML, CSS, wxWidgets, Linux
* **Contributions:** Boost, CMake, wxWidgets
* Constituted half of the embedded software team for a touch-screen water-testing device, taking it through its first several production releases
* Internationalized code, automated text extraction and substitution, and added Korean support to the touch-screen keyboard (requiring a crash course on the Hangul alphabet and combining character logic)
* Enabled HTML usage reporting by writing XSLT transforms for XML data
* Robustified the software by fixing all resource leaks

#### PYXIS Innovation | Kingston, Ontario, Canada

##### Software Developer | September 2006 - October 2008, September 2009 - January 2011

* **Technologies:** C++, Boost, C#, SWIG, Windows
* Helped develop a geospatial grid technology, browser, and SDK
* Co-wrote the core of a peer-to-peer geospatial data sharing service
* Fixed memory usage bugs when marshalling between managed and unmanaged code
* Reduced large dataset import time from minutes to seconds, and added point feature dataset support

#### Dunne and Associates | Kingston, Ontario, Canada

##### Senior Software Developer | November 2008 - September 2009

* **Technologies:** C++, Boost, TTL SDKs, MFC, C#, XNA, WCF, Lidgren, ActionScript, Windows, Xbox
* Created the BrainModder neurofeedback training software system
* Developed networked games for BrainModder, controlled by the brain via real-time EEG and EMG data

#### Hummingbird | Kingston, Ontario, Canada

##### Software Developer | April 2002 - September 2006

* **Technologies:** C++, MFC, OLAP, Windows
* Fixed bugs and made general improvements to the flagship BI reporting product
* Completed a multi-dimensional OLAP reporting and interaction feature

#### Hilton Consulting Group | Kingston, Ontario, Canada

##### Software Developer (Team Lead), Product Development Manager | September 1998 - April 2002

* **Technologies:** SQL Server, Microsoft Analysis Services, OLAP, SQL, MDX, XML, ASP, JavaScript, HTML, CSS, Visual Basic, COM, XML, XSLT, Windows
* Directed a team of developers: trained, delegated, instituted standards, and reviewed code
* Produced a commercial, web-based multi-dimensional data source browser and API
* Architected the database and web UI for an asset auditing and management application
* Wrote and tested applications for Hotel Dieu Hospital and the Ministry of Health and Long-Term Care

### PROJECTS

#### Om Language | [https://github.com/sparist/om](https://github.com/sparist/Om)

Creator of the Om Language, an experimental high-level, concatenative, functional, homoiconic programming language, written in C++, with minimal syntax (only three elements), prefix notation (whereby functions manipulate the remainder of the program itself), and a single “program” data type.

#### Om Tree | <https://gitlab.com/impossibilium/om-tree>

Creator of the Om Tree, an efficient and robust (with [100% line, function, and branch unit test coverage](https://impossibilium.gitlab.io/om-tree/gcovr/index.html)) associative array written in modern, portable C17 as a binary compact prefix tree with novel optimizations that allow it to significantly outperform std::map on most operations.