# Justin Meiners
software engineer

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I combine strong computer science fundamentals with an ability to make effective design and leadership decisions. I have a history of bringing projects from start to finish, in collaboration with customers. I believe planning is essential to creating great software.

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## Skills

**subjects**: 3D graphics, Linux systems, web backends, Apple platforms, databases, numerical methods, 3D math, generic programming (STL/boost)

**primary tools**: C, C++, JavaScript, Common Lisp, Swift, Bash, Git, make, Node.js, OpenGL, WebGL, GLSL, HTML5 canvas, SQLite, Sphinx

**additional tools:** C#, Java, Python, Objective-C, TypeScript, Haskell (even professionally!), PostgreSQL, Docker, Cocoa, Unity3D, ARKit, Android, Django, Motif, V8, SQL, gnuplot, HTML, CSS

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## Education

**M.S Mathematics** - Brigham Young University                                    2019-2021
GPA: 4.0. Coursework in topology, analysis, and algebra. Thesis on computer algebra.

**B.S Mathematics** - Utah Valley University                                       2015-2018
GPA: 3.88. Minor: Philosophy.

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## Experience

**Software Engineer** - PassiveLogic                                  March 2021 - Current
Mobile team lead. Invented software for scanning buildings and automatically extracting floor plans from 3D models (2 patents pending). Extensive work with numerical computing on Apple devices (LAPACK, simd, autodiff, etc) for problems in mesh processing, time series, and multi-variable optimization.

**Software Engineer (Contract)** - Independent                        July 2019 - March 2021
Helped other development teams with challenging technical problems. Revised a WebGL application to use modern rendering technology (Zygote Media). Created iOS and Android apps to talk with custom bluetooth hardware (Brower Timing). Wrote an equipment rental website and search engine in Django (Enigma3). Designed a system that watches sporting events and asks viewers engagement questions (Opine).

**Software Engineer/Engineering Manager** - Pyrofex Corporation       May 2018 - July 2019
Developed large-scale linux web applications with a team of internet and cryptography experts. Mix of management and development work on several projects including: an aggregator of cryptocurrency market data, a distributed IDE for writing smart contracts, and a secure JavaScript runtime.

**Graphics Programmer** - Heizenrader                                  Sep 2016 - May 2018

Created VR simulations of surgeries for medical devices companies. Focused especially on special effects requiring shaders and math. Significant involvment in project planning and sales with clients.

**Web Developer (Part-time)** - Provo City                                    Sep 2015 - Sep 2016
Web development and server administration for library and summer reading programs. On several occasions almost a thousand visitors attended in-person events and were able to successfuly register with my software.

**iOS Developer** - Infuse Medical                                           Mar 2011 - Aug 2013
Personally programmed more than 25 educational iOS apps for medical device manufactuers (including Fortune 500). Focused on interactive 3D graphics (OpenGL ES 2.0). Learned how to balance needs of artists, clients, engineers, and sales.

**Programmer (Intern)** - Christa McAuliffe Space Education Center        Feb 2009 - Feb 2011
Wrote space shuttle simulators (Cocoa/macOS) for teaching kids science and math skills. Learned how to write "real" code and work with other programmers in a team.