3009 Meeting St
Falls Church, VA 22044

Jeremy S. Smith

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Experience

Graphics Software Engineer, April 2017 – present
Leidos Inc., Bethesda, Maryland

- Develop a sophisticated, real-time, high-fidelity application (PSIM) to create 3D graphics systems including submarine periscope, submarine bridge, and ship weapons simulations
- Lead PSIM developer for the U.S. navy CIAT contract
- Leverage the OpenSceneGraph framework to interface with OpenGL libraries in C++
- Write efficient and powerful GLSL shader programs to improve performance and aesthetics
- Use JIRA and Confluence software to coordinate between projects and teams

Software Engineer, August 2014 – February 2017
Nikon Metrology Inc., Lewis Center, Ohio

- Develop in C++ for 3 large-scale applications (CAMIO, CMM-Manager, and Focus) used in manufacturing to manage 2D vision and 3D coordinate measurement machines
- Coordinate with a team of 40+ programmers and testers in Europe, Asia, and the U.S.
- Utilize JIRA Software to facilitate production within an Agile Scrum framework
- Apply source control using Subversion for multiple large and distributed code bases

Software Engineer, July 2009 – August 2014
Automatic Data Processing (Performance Inc.), Chantilly, Virginia

- Write flexible, scalable and well-documented C#.NET and Microsoft SQL code to build relational database powered web applications for financial analysis
- Lead software developer for the subsidiary's largest client, the National Automobile Dealership Association (NADA, $2M annual revenue), collaborating daily to improve application capabilities and optimize database efficiency

Education

Master of Science in Computer Science, December 2013
Graduate Certificate in Computer Game Technologies

- *George Mason University*, Fairfax, Virginia
- Outstanding Academic Achievement Award, GPA: 3.87

Bachelor of Science in Computer Engineering, May 2009

- *George Mason University*, Fairfax, Virginia
- Minor in Computer Science, GPA: 3.04

Technologies

Highly Proficient: C/C++, OpenGL, GLSL, Microsoft SQL

Proficient: C#, Java, Subversion/Hg/GIT, JIRA/Confluence, Agile/Scrum

Development Environments: Visual Studio, Unity, NetBeans, Windows, Linux

Portfolio: jeremy-s-smith.com, including OpenGL Displacement/Bump Mapping and Control Mesh Bezier Surface demonstrations, Unity developed Games, and a Neural Network Gesture Recognition research project