

Justin Meiners

Engineer, Project Leader, Mathematician

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<https://github.com/justinmeiners>

About

I combine strong computer science fundamentals with an ability to make effective decisions and collaborate with customers. I have a history of bringing projects from start to finish. I believe that planning and design are essential to effective programming. I am skilled and interested in the following areas:

- linux systems: C, modern C++, Python, make, git, bash, databases, web servers.
- graphics and visualization: OpenGL, WebGL, JavaScript, Canvas, asset pipelines, shaders, 3D math.
- program design: generic programming, object oriented, functional (lisp/scheme), data schemas.

Education

M.S Mathematics - Brigham Young University 2019-2021

GPA: 4.0. Graduate-level topology, analysis, and algebra. Thesis: *Computing the Rank of Braids*.

B.S Mathematics - Utah Valley University 2015-2018

GPA: 3.88. Also studied computer science (15 credits) and philosophy (minor).

Experience

Software Engineer - PassiveLogic March 2021-
Swift.

Working on building scanning with AR.

Software Engineer - Contractor July 2019-March 2021

C++, JavaScript, WebGL, Python, Django, C#, SQL Html, CSS, Docker

Helped teams design programs and solve hard technical problems. Highlights include: modernizing zygotebody.com with a physically based renderer, a search engine with spell correction, and a program that watches sporting events and asks viewers engagement questions.

Clients: Zygote Media, Opine, Brower Timing, Enigma 3, etc.

Software Engineer/Manager - Pyrofex Corporation May 2018-July 2019

JavaScript, TypeScript, C++, Haskell, SQL, Node.js, Linux, Docker

Wrote large-scale web applications with a team of internet and cryptography experts. Became a manager and led several projects, including a system for aggregating cryptocurrency market data and a tool for writing smart contracts.

Graphics Programmer - Heizenrader Sep 2016-May 2018

C#, C++, Unity, CG Shaders

Created VR simulations of surgeries for medical companies (including Fortune 500). Deepened graphics knowledge and learned to solve hard user-experience problems.

Mobile/Web Developer - Contractor

2015-2017

Python, Django, Objective-C, iOS, Java, Android, Html, CSS

Developed mobile and web apps for small businesses and local government. Worked closely with customers to design and sell solutions .

Clients: Provo City, Brower Timing, UFP Rentals, etc.

iOS Developer - Infuse Medical

Mar 2011-Aug 2013

Objective-C, C, iOS, OpenGL, GLSL Shaders, Python

Personally programmed more than 25 iOS apps for medical companies (including Fortune 500). Specialized in interactive 3D graphics. Learned how to balance needs of artists, clients, programmers, and sales.

Programmer - Christa McAuliffe Space Education Center

Feb 2009-Feb 2011

Objective-C, macOS, OpenGL

Wrote space shuttle simulators, designed to teach kids science and math skills. Learned how to write "real" code and work with other programmers in a team.