

Steven G. Peterson

(843) 589 - 9271, jobs@stevengpeterson.com
Atlanta, GA USA, www.linkedin.com/in/speterson83

Software Engineer: Expertise in Applications development and Simulation Programming using C/C++. Experience in Object-Oriented Software-Engineering, Financial Simulations, Game Engine Development, Database Driven Web-Applications, and IT Business Analysis. Familiarity with credit-card processing, internal-systems deployments, and supply-chains.

SKILL AREAS

Programming Languages

- C / C++
- PHP, MySQL,
- NVidia CUDA

General Skills:

- Game Engine Development
- Database and Web-Services
- Unit & QA Testing
- AGILE Methodology

Special Applications:

- Torque Game Engine
- Visual Studio
- TFS, GIT, Subversion, Perforce, Jenkins

Environments:

- MS. Windows
- Sun Solaris (UNIX) (10 years exp.)
- Linux (10 years exp.)
- Mac OS X

EXPERIENCE

FIS | Sungard Financial Systems, Alpharetta, GA 2015 - 2016
Fortune 500, est. 55,000 employees. Division develops software for major insurance providers. Worked on 'Prophet', an insurance risk management simulator that runs against models built from historical data, market assumptions, and actuarial formulas. (NYSE: FIS)

Systems Development Software Engineer | Prophet

- C++ Developed new product licensing platform, potentially eliminating a vendor.
- C++ Investigated and fixed code bugs improving stability.
- Wrote unit tests. (using Visual Studio and CPPUNIT).
- Assisted with QA Testing prior to release as priorities shifted.

Interactive Intelligence, Jacksonville, FL 2013 - 2014
Approx. 2000 employees. Software company providing unified communications solutions for call centers, enterprise IP telephony, and business process automation. (Nasdaq: ININ)

Development Support Software Engineer

- Dedicated developer resource to shield core developers from escalated support-cases.
- Analyze customer test-cases & log files with respect to source code.
- C++ Investigate and fix code bugs. Integration test and release HotFixes to customers.

The Franklin Mint, New York City, NY 2011 - 2012
Approx. 50 employees, held by private equity firm. Sells collectible coins and die-cast models. Manhattan headquarters included Software Engineering, IT, and Graphic-Arts teams.

Lead Software Engineer (Internal Systems)

- Led new development, maintenance, operation of E-Commerce platform.
- Managed third-party developers, ensuring their deliverables met our requirements.
- Initiated best practices: GIT, Continuous Integration, Automated Deployment, JIRA proj-mgt
- Assisted in Architecture, Project-Management, and Deployment during six-month integration project. All internal-systems were upgraded/replaced to improve efficiency and and business insights. Project included:
 - Enterprise-Service-Bus(ESB)
 - Magento E-Commerce (major-upgrade)
 - Netsuite Accounting
 - OrderMotion (order processing and fulfillment)

EXPERIENCE CONTINUED

Dragonfly Software, Bluffton, SC 2007 - 2010
2007 software-startup: Developing dynamic weather-effects for the Torque Game Engine.
Visit at: <http://sdev.us>

Lead Software Engineer, Owner

- Built Cirrus Skies Dynamic Cloud-FX module.
 - C++ and TorqueScript
 - Created New Object Oriented Weather-Subsystem, for greater immersion.
 - Wrote Procedural Texturing using Perlin Noise, for realtime cloud generation.
 - Heavily refactored existing sky-classes for flexibility and robustness.
 - Released to market: 2/12/09 – <http://garagegames.com/products/cirruskies>
- Contract development: E-Commerce Websites and payment-gateway integrations.
 - Used PHP, ExtJS-API, MySql.

Lowcountry Paver, Hardeeville, SC 2006 - 2007
\$10 million: Manufacturer/Distributor of hardscape architectural solutions.

Information Technology Director

- Researched and Proposed ERP/MRP solution to solve company's accounting, inventory, logistics, and customer/order tracking problems.
- Produced corporate website using LAMP stack.
- Designed and built corporate network and server infrastructure to improve efficiency.

EDUCATION

Rowan University, Glassboro, NJ
State University with approx. 10,000 students.

B.S. Computer Science

- Primary Language: C++
- *Accredited:* Accreditation Board for Engineering and Technology (www.abet.org).

Degree Specializations

- Software Engineering
- Artificial Intelligence
- Programming-Languages
- Information Technology

Senior Project: Legend of Zelda – 3D

- Started with Torque Game Engine, using C++
- Added gamepad-controls with orbit-view of player.
- Implemented dynamic weather including rain/snow/storms & seasons.
- Implemented day-night cycles, transitioning shadows, enhanced specular highlighting over water.
- Implemented teleports connecting overworld / underground locations.

Professional Development

HPC / GP-GPU Meetup, NYC 2013

- Bitcoins and GPU Processing
- GP-GPU Computing on Mobile Devices.

E3(Electronics Entertainment Expo) 2005

- Attended Conferences and Expo.
- L.A. Convention Center (approx. 80,000 people over 4 days).