

# Steven G. Peterson

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*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++
- NVidia CUDA
- BASH Scripting
- PHP, MySQL

### *General Skills:*

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

### *Frameworks & Applications:*

- Qt (Quick, QML) for C++
- Torque Game Engine
- TFS, GIT, Subversion, Perforce, JIRA
- Visual Studio

### *Environments:*

- MS. Windows
- Sun Solaris (UNIX) (10 years exp.)
- Linux (10 years exp.)
- macOS (2 years exp.)

## EXPERIENCE

**Flanders Scientific Inc.**, Alpharetta, GA 2017 - 2018

*Software Development Engineer*

Privately owned small business. Provides hardware for the Broadcast & Video Production industry.

- Qt/QML – Wrote ‘IP Remote Utility’ for controlling BoxIO, a video signal processor.
- Data Visualization – Implemented real time Polar and Cartesian waveform graphs analyzing luminance and color balance.
- Integrated similar utility for monitors. Refactored significant common code into a library.

**FIS | Sungard Financial Systems**, Alpharetta, GA 2015 - 2016

*Systems Development Software Engineer | Prophet*

Fortune 500, est. 55,000 employees.

Worked on ‘Prophet’, an insurance risk management simulator for major insurance providers.

- 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

*Development Support Software Engineer*

Approx. 2000 employees. Software company providing unified communications solutions for call centers, and enterprise IP telephony.

- 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.
- C – Resolved bugs in UTF8 parsing library, allowing Cyrillic characters.

## EXPERIENCE CONTINUED

**The Franklin Mint**, New York City, NY  
*Lead Software Engineer (Internal Systems)*

2011 - 2012

Approx. 50 employees, held by private equity firm. Sold collectible coins and die-cast models. Manhattan headquarters included Software Engineering, IT, and Graphic-Arts teams.

- Led new development, maintenance, and operation of E-Commerce platform.
- Managed third-party developers. Ensured 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 improving efficiency and business insights.

**Dragonfly Software**, Bluffton, SC  
*Lead Software Engineer, Owner*

2007 - 2010

2007 software-startup: Developing dynamic weather-effects for the Torque Game Engine.  
Visit at: <http://sdev.us>

- 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 real time 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
  - Integration of Magento with Argofire CreditCard Processing
  - Used MySQL, PHP, ExtJS API, Apache.

## EDUCATION

**Rowan University**, Glassboro, NJ  
State University with approx. 10,000 students.  
*B.S. Computer Science*

*Senior Project: Legend of Zelda – 3D*

Using Torque Game Engine in C++ implemented the following:

- Dynamic weather including rain/snow/storms & seasons.
- Day-night cycles, transitioning shadows, enhanced specular highlighting over water.
- Gamepad-controls with orbit-view of player.
- Teleports