

Jacob Samuel Brown
317-525-1223 | devnull@codearoni.io | codearoni.io

EDUCATION

Purdue University – West Lafayette, IN

M.S. Computer Graphics Technology

May 2013

Purdue University – West Lafayette, IN

B.S. Computer Graphics Technology

August 2010

EMPLOYMENT

Conversant Media – Chicago, IL

Senior Software Engineer

October 2016 – Present

- Architect and lead developer for several client-side and server-side projects.
- Automate tasks related to testing, deployment, and continuous integration.
- Develop and maintain core JS/Java packages, including common libraries, plugins, and utilities.
- Mentor and grow associate engineers.
- Work with Product and Project Managers to identify features, requirements, and write stories and epics around them.
- Design and maintain E2E test suites for the entire technology stack.
- Develop technologies for monitoring the performance of the system.
- Click on a lot of buttons in JIRA.

Software Engineer

July 2015 – October 2016

- Develop features for both server-side and client-side components.
- Automate testing processes.
- Integrate the video platform with third-party viewability vendors.
- Develop test suites for existing components.
- Perform red/green refactors on legacy components.

Creative Technologist

December 2013 – July 2015

- Lead developer for several Adobe extensions using full stack web technologies.
- Developed several automation tools to reduce the number of tasks in the Creative department processes.
- Automate development operations, including: testing, deployment, and configuration.

Envision Center – West Lafayette, IN

Graduate Research Assistant

May 2012 – May 2013

May 2010 – December 2010

- Lead programmer for multiple simulations, including a virtual pharmaceutical cleanroom and a handicap accessible laboratory. Built in Unity3D. Deployed in a CAVE environment.
- Lead programmer for an Android/iPhone application – Record the Earth. The application captures audio and GPS data, then stores them on a web server. Built in Unity3D.
- Video editing and compositing.
- Network programming for a multiplayer simulation. Built in Unity3D.

Purdue University – West Lafayette, IN

Graduate Teaching Assistant

January 2011 – May 2012

- Lead programmer for a serious game designed to teach computer science concepts.
- Teaching Assistant for CGT 498 – Game Design.
- Lead programmer for a serious game utilizing the Kinect for physical therapy.

SKILLS

- Languages – Javascript, Java, C#, Rust, Go
- Frameworks – node.js, Express, Hapi, Angular, Webpack, Mocha, ESLint, Expo, Lodash, JUnit, Log4J
- Additional Tech - Elastic Stack, Grafana, Docker, PostgreSQL, redis, Kafka, Protobuf, Avro
- Applications – Atlassian Tools, Jenkins, Travis-CI, Unity3D, Adobe Suite, OpenSceneGraph
- Agile Development (SCRUM, Kanban)

PUBLICATIONS

- Whittinghill, D., Hartford, J., Brown, J., Hoerter, M., Kennedy, A., Barrett, C., & Hassan, R. (2014). Effect of Pregame Training Tutorials on Player Performance in Kinect-Based Health Games. *Games for Health Journal: Research, Development, and Clinical Applications*, 3(1), 31-39.
- Christian, B., Brown, J., Hartford, J., Hoerter, J., Kennedy, A., Hassan, R., & Whittinghill, D. (2013). Estimating Gesture Accuracy in Motion-Based Health Games. *Journal of Virtual Reality and Broadcasting*. ISSN 1860-2037.
- Adamo-Villani, N., Oania, M., Brown, J., Whittinghill, D. & Cooper, S. (2012). Building a serious game to teach secure coding in introductory programming courses. *Proceedings of Eurographics 2012 - Educators*, Cagliari, Italy. EG Digital Library.