

Jacob Shaffer

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www.github.com/Phyllostachys

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About:

I am a software engineer who loves writing code for embedded systems and computer graphics.

Relevant Skills:

Programming Languages: C, C++
- Familiar with: Rust, C#, Python, Lua, HTML5/CSS/JavaScript
Computer Graphics and GUI: OpenGL/GLSL, Qt
Source control: Git, Mercurial (Hg), Subversion(SVN)
Windows and Linux experience

Work Experience:

2013 – 2015, 2016 – Present: **Embedded Software Engineer, Matric Limited**

Skills: C, C++, real-time systems, RTOS, embedded Linux, device drivers, ARM processors, assembly
Mercurial and Git VCS

- Writes firmware and application software for embedded systems for various industries as part of Matric's contract design services.
- Assists electrical engineers to develop schematics for new hardware.
- Develops test systems and procedures to verify hardware and speed up production.

2015 – 2016: **Embedded Software Engineer II, Konami Gaming, Inc.**

Skills: C++, Object-Oriented Design, Test-Driven Development, API design, Subversion and Git VCS

- Developed in-machine software to support Konami's casino management system, SYNKROS
- Provided input into redesign of system communication protocol.

Personal Projects:

ShadertoyScr: <https://github.com/Phyllostachys/ShadertoyScr>

- An application to use shaders from shadertoy.com on the desktop as a screensaver.

Education:

2010 – 2013: **Penn State Erie, the Behrend College**

B.S. in Computer Engineering GPA: 3.54

Military Experience:

2005 – 2009: **Corporal, United States Marine Corps**

- Assisted team leader in accountability and managing a team of 6 Marines
- Trained new Artillery Marines to increase the speed and accuracy of their work duties

LinkedIn: <https://www.linkedin.com/in/jacob-shaffer-20214531>