



John Siegel

SOFTWARE AND SYSTEMS ENGINEER

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Links

[Website](#) [GitHub](#) [LinkedIn](#) [StackOverflow](#)

Education

B.S. Computer Science, Virginia Tech

Google Developer Student Club - Core Team ([link to the website I made](#))

Skills

C++

Python

TypeScript

Go

SQL & NoSQL

AI & Machine Learning

Computer Vision

High Performance Computing

Employment History

Sr. Software Developer, Stellar Science

January 2024 — Present

- Personally appointed as the first ever "Code-Quality Enforcer" by the CEO - Responsible for reviewing the entire company's codebase to find refactoring and improvement opportunities
- Leading software development efforts on multiple projects in collaboration with Air Force Research Lab, Raytheon, and other defense contractors
- Meeting with customers, attending conferences, and writing user stories

Software Developer, Stellar Science

May 2022 — January 2024

- Developing physics simulations for high performance computing systems
- Practicing test-driven development and creating user story centric tests
- Working in teams ranging in size from 5-30 people - including analysts, technical writers, and other software developers

Chief Technology Officer, Umee

March 2022 — March 2024

- Led a team of eight developers to create an MVP with Flutter and AWS products
- Worked alongside a design and research team to craft user stories
- Collaborated with marketing and business development teams to ensure alignment between our technological and business goals

Lead Developer, Project Shinobi

January 2021 — March 2022

- Designed the entire system architecture for a 3D MMO game using AWS and Unreal Engine 4
- Led a team of 10 developers to implement the system architecture specification under an Agile framework
- Released the game and earned 4.5 million+ views on a [YouTube demo \(link\)](#)