Jim Susinno

VR Graphics Programmer designing, creating and documenting high quality, responsive, specialized software to multiply the user's ability.

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EXPERIENCE

Verizon, Boston MA— *Principal Software Engineer*

NOV 2016 - PRESENT

Cross-platform game engine for streaming, VR and 5G: Built, deployed and supported a 3D multi-user environment integrated into the BlueJeans video conferencing app, and several other applications.

GSSI, Nashua NH — *Senior UI Software Engineer*

APR 2013 - NOV 2016

Ground penetrating radar: user interface and data processing on embedded GPU. Project design and maintenance, systems integration. R&D into new radar acquisition and processing methods(migration).

AMD, Boxborough MA — *Senior Software Engineer*

APR 2011 - APR 2013

Direct3D Driver Development: maintenance and feature addition to User-Mode Windows graphics driver, debugging, instrumenting, profiling driver code. Tests and scripts, build system maintenance.

D4D, Richardson, TX — *Senior Software Engineer*

DEC 2008 - APR 2011

Dental Implant Planning: designed/implemented/documented/obtained FDA 510(k) regulatory approval for a surgical device. Accelerated image and geometry processing for Dental CAD/CAM.

EDUCATION

Johns Hopkins University, Baltimore, MD— *MS*

SEP 1997 - JUN 2003
B.S., M.S. Computer Science, 3D graphics concentration

PROJECTS

RiftRay — *https://github.com/jimboooooo/RiftRay*

Shadertoy Implementation for Oculus Rift, featuring UI panes for live parameter adjustment, dynamic resolution and vFOV scaling.

SKILLS

Graphics, rendering, raytracing, volumetric, game engines, VR, AR, Networking, Metaverse, MEC, realtime, UI, interfaces, drivers, input, audio, microcontrollers

Windows, Linux, OSX, Solaris, Irix, FreeBSD, Android

C, C++, GLSL, Python, Lua, Luajit, JavaScript, SQL, PHP

IDE: Visual Studio, Android Studio, CLion, JetBrains, ZeroBrane, CMake, shell, gdb

SCCS: Git, Subversion, Mercurial, Perforce, TFS, CVS, Jira, Trac, Bugzilla

Libs: OpenGL, CUDA, Oculus, OSVR, Sixense, OpenCL, OpenMP, STL, MFC, .NET, OpenNI, WebRTC

Websockets, REST, JSON, Docker, Graphviz, XCode, node, Jenkins, Arduino

PATENTS

US20220312063A1, US11395027B2: Remote rendering for hybrid graphics on mobile devices

US10657662B2: Error correction in imaged datasets for registering optical and CT scans in dental surgery