JAMES SUSINNO
Software Engineer
jim@jimbomania.com
(732) 267-7609

INTERESTS

Highly responsive user interface design, human-computer interaction, 3D graphics. Designing, creating and documenting high quality software that allows a skilled user to multiply their productivity many fold.

SKILLS

OS: Windows, Linux, MacOS, Solaris, Irix, FreeBSD
Lang: C, C++, GLSL, Python, Luajit, JavaScript, SQL, PHP
IDE: Visual Studio, Android Studio, JetBrains, ZeroBrane, CMake, Cygwin, MinGW, gdb, make, gmake
SCCS: Git, Subversion, Mercurial, Perforce, TFS, CVS, Trac, Bugzilla
Libs: OpenGL, CUDA, Oculus, OSVR, Sixense, OpenCL, OpenMP, STL, MFC, .NET, OpenNI

PROFESSIONAL EXPERIENCE

Geophysical Survey Systems, Inc.   Nashua, NH
Senior UI Design Engineer   Apr 2013—Present
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).
Windows 7,8,CE, Android L,M, Android Studio, Visual Studio 2008-2013, TFS, Subversion, Git, C++, STL, OpenGL, OpenGL ES, GLSL

Advanced Micro Devices   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.
Windows 7,8, Visual Studio 2008, Perforce, C++, WinDbg

D4D Technologies   Richardson, TX
Senior Software Engineer   Dec 2008—Apr 2011
Dental Implant Planning: designed/implemented/documented/obtained FDA 510(k) regulatory approval for OpenGL dental implant surgery planning. Accelerated image and geometry processing for Dental CAD/CAM.
Windows XP, Visual Studio 2005, Perforce, C++, C#, OpenGL, GLSL, Cuda

In-Three Inc.   Westlake Village, CA
Software Engineer   Oct 2005—Nov 2008
Stereo post-production: proposed, architected, developed and documented "Intrigue", the world's most comprehensive stereoscopic 3D conversion tool of the time. Acted as project owner and team leader.
Windows XP, Visual Studio 2005, Visio, Trac, SVN, C++, STL, MFC, OpenGL

EDUCATION

Johns Hopkins University   Baltimore, MD
B.S. in Computer Science   1997—2001
M.S. in Computer Science, 3D Graphics Concentration   2001—2003

HOBBIES

Personal programming: games, visualizations, modeling and animation tools
Meetup Organizing: Khronos Boston Chapter, Boston VR
Web design and development: http://jimbomania.com
Music production and performance, improvisation, songwriting, arrangement, recording, mixing
Guitar, bass, trumpet, vocals, rhythm sequencing, sampling
Soccer, baseball, rock climbing, hiking, surfing, skiing, gaming