Steven G. Peterson

(843) 589 - 9271   jobs@stevenGpeterson.com
Atlanta, GA USA   www.linkedin.com/in/speterson83

Software Engineer: Expertise in Applications development and Simulation Programming using C/C++. Experience in Object-Oriented Software-Engineering, Financial Simulations, Game Engine Development, Database Driven Web-Applications, and IT Business Analysis. Familiarity with credit-card processing, internal-systems deployments, and supply-chains.

Skill Areas

Programming Languages:

- C / C++
- NVidia CUDA
- BASH Scripting
- PHP, MySQL

Frameworks & Applications:

- Qt (Quick, QML) for C++
- Torque Game Engine
- Visual Studio, Eclipse, VIM
- GIT, Subversion, CVS, Perforce, TFS, JIRA

General Skills:

- Data Visualization
- Game Engine Development
- Database and Web-Services
- Unit & QA Testing
- AGILE Methodology

Environments:

- Microsoft Windows (15+ years)
- Sun Solaris (UNIX) (10 years exp.)
- Linux (10+ years exp.)
- macOS (2 years exp.)
- Stratus VOS (6 months)

Experience

FIS (Fidelity National Information Services), Atlanta, GA   2019 - Present
Software Development Engineer

Fortune 500, est. 55,000 employees.

- Reviewed backlog of over 300 Fortify Static Analysis warnings in C code, mitigated vulnerabilities and documented false-positives. (Linux)
- Researched and resolved several errors related to Debit Card transaction processing on Linux and Stratus VOS systems in C.
- Assisted with modernization effort to migrate source code to GIT + BitBucket, integrated with JIRA, replacing CVS.

Linq3, Atlanta, GA   2018 - 2019
Software Engineer

Approx. 60 people, Partnered with Blackhawk Networks, Mega Millions, Powerball, 10 US States, selling point-of-sale lottery gift cards. Worked on secure, scalable, multi-tiered, micro-services based processing system integrated with payment gateways and partner networks.

- C - Made changes to the core engine, which interacted with MySQL database.
- PHP - Verified a major upgrade to PHP 7.2 would not break 6 modules.
- Emulated distributed test-environment locally, using multiple networked VirtualBox VMs.
- Assisted developing methods/tools for automated component-testing.
- PCI Compliance training including OWASP published risks & mitigation.

Flanders Scientific Inc., Alpharetta, GA   2017 - 2018
Software Development Engineer

Privately owned small business. Provides hardware for the Broadcast & Video Production industry.

- Qt/QML (C++) – Wrote 'IP Remote Utility' for controlling BoxIO, a video signal processor.
- Data Visualization – Implemented real time Polar and Cartesian waveform graphs analyzing luminance and color balance.
- Integrated similar utility for monitors. Refactored significant common code into a library.

FIS | Sungard Financial Systems, Alpharetta, GA   2015 - 2016
Systems Development Software Engineer | Prophet

Fortune 500, est. 55,000 employees.
Worked on 'Prophet', an insurance risk management simulator for major insurance providers.

- C++ Developed new product licensing platform, potentially eliminating a vendor.
- C++ Investigated and fixed code bugs improving stability.
- Wrote unit tests. (using Visual Studio and CPPUnit).
- Assisted with QA Testing prior to release as priorities shifted.

Interactive Intelligence, Jacksonville, FL   2013 - 2014
Development Support Software Engineer

Approx. 2000 employees. Software company providing unified communications solutions for call centers, and enterprise IP telephony.

- Dedicated developer resource to shield core developers from escalated support-cases.
- Analyze customer test-cases & log files with respect to source code.
- C++ Investigate and fix code bugs. Integration test and release HotFixes to customers.
- C – Resolved bugs in UTF8 parsing library, allowing Cyrillic characters.

The Franklin Mint, New York City, NY   2011 - 2012
Lead Software Engineer (Internal Systems)

Approx. 50 employees, held by private equity firm. Sold collectible coins and die-cast models.
Manhattan headquarters included Software Engineering, IT, and Graphic-Arts teams.

- Led new development, maintenance, and operation of E-Commerce platform.
- Managed third-party developers. Ensured deliverables met our requirements.
- Initiated best practices: GIT, Continuous Integration, Automated Deployment, JIRA proj-mgt.
- Assisted in Architecture, Project-Management, and Deployment during six-month integration project. All internal-systems were upgraded/replaced improving efficiency and business insights.

Dragonfly Software, Bluffton, SC   2007 - 2010
Lead Software Engineer, Owner

2007 software-startup: Developing dynamic weather-effects for the Torque Game Engine.

- Built Cirrus Skies Dynamic Cloud-FX module.
  - C++ and TorqueScript
  - Created new object oriented weather-subsystem, for greater immersion.
  - Wrote procedural texturing using Perlin noise for real time cloud generation.
  - Heavily refactored existing sky-classes for flexibility and robustness.
  - Released to market: 2/12/09 – `http://garagegames.com/products/cirrusskies`
- Contract development: E-Commerce Websites
  - Integration of Magento with Argofire CreditCard Processing.
  - Built or maintained 5 small-business websites.
  - Used: Linux, Apache, MySQL, PHP, ExtJS API.

Rowan University, Glassboro, NJ

B.S. Computer Science

State University with approx. 10,000 students.

Legend of Zelda - 3D, Senior Project built with Torque Game Engine & C++. Implemented:

- Dynamic weather including rain/snow/storms & seasons.
- Day-night cycles, transitioning shadows, enhanced specular highlighting over water.
- Teleports - Connecting overworld labyrinth entrances, with underworld interior models.
- Gamepad-controls with orbit-view of player.