JEFFREY BAIER

JJBaier826@gmail.com ● (805) 889-2826
https://www.jeffreyjbaier.com ● www.linkedin.com/in/jeffreyjbaier

Senior Software Engineer

Accomplished Senior Software Engineer with experience in multiple engines in all phases of the software development life cycle, and a track record of customer satisfaction and meeting deadlines. Possesses the ability to learn and master new systems within a short time frame. Proven leader, highly skilled in building and maintaining excellent working relationships, working either as a team member or independently. Excellent communication skills, with both internal and external clients at all levels within an organization. Expert at meeting evolving client requirements while delivering user-friendly solutions. Able to troubleshoot and solve problems in a fast-paced work environment.

Technology Summary

LUA, C#/WPF, C/C++, Unreal, .NET Framework 3.0, XAML, Verse, UEFN, Perforce, Proprietary Engines, MVVM (Model-View-ViewModel) architecture, 3DS Max, Maya

Professional Experience

Freelance - Remote

Senior Software Engineer, 02/2021 to Present

Programmed interactive experiences in C#/WPF, C++, Unity and Verse. Collaborated with UI/UX designers and product managers to meet client specifications and ensure user friendly functionality.

Accomplishments:

- Developed a mosaic creating tablet application for Duracell using C#/WPF and Adobe Photoshop.
- Designed and programmed a mobile AR marketing game app in Unity.
- Developed a 3rd person RPG farming game with Verse and UEFN.

INHANCE DIGITAL – Los Angeles, CA

Senior Software Engineer, 08/2011 to 03/2020

Programmed interactive experiences in LUA, C#, and UE4 to support marketing campaigns for clients located throughout the United States, Europe and Asia. Coordinated with teams of artists, producers, and QA to ensure that the final product satisfied the requirements for each client.

Accomplishments:

- Designed and implemented Inhance Digital's first generation Content Management System.
- Served as part of a dedicated programming team to design and implement large scale interactive experiences for client headquarters, including Boeing's Customer Experience Center in Seattle, FM Global Corporate Offices in Providence, and the Trumpf Smart Factory in Chicago. Traveled to those locations to consult with clients, make onsite changes and finalize the installations.
- Developed and installed an interactive iPad video experience at Toyota's entrance to the Daytona International Speedway for the Daytona 500.
- Provided onsite technical support and resolved live issues for clients during tradeshows.
- Sole programmer responsible for the UI/UX implementation for The World of FMC Technologies interactive mural which won a Silver Davey award in 2013.
- Responsible for programming the user interface, Crestron system interaction, and social media board for Boeing's 777X interactive booth at the 2013 Dubai Air Show.
- Designed and programmed the animation systems for a Be The Match bone marrow registry fundraising project, which earned a Silver Davey award in 2012.

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Professional Experience *(Continued)*

TOTAL IMMERSION – Los Angeles, CA

Software Engineer, 11/2008 to 07/2011

Designed and programmed AR games and installations that utilized face, 3D and 2D image tracking for web and tradeshow experiences using C++ and LUA.

Accomplishments:

- Designed, developed and tested the US Air Force's Command Center Alpha recruiting tool.
- Provided software and hardware technical support to partner companies.
- Traveled to trade shows in New York, Montreal, Chicago, Miami and other cities to install hardware and software and provide in-show technical support.
- Worked on augmented reality projects to advertise products for a wide range of customers, including Disney, Nike, LG, and McDonald's.
- Programmed catching, pitching and hitting games with more than 30 MLB players at different skill levels for Topps Baseball Cards.

LEFT FIELD PRODUCTIONS – Ventura, CA

Gameplay Programmer, 02/2006 to 10/2008

Developed and updated the AI and audio systems to improve gameplay for three published games on six platforms using C++. Created tools to support the art and design teams.

Shipped Titles:

- World Series of Poker: Tournament of Champions
- World Series of Poker: Battle for the Bracelets
- SCORE International Baja 1000

Platforms:

PS3, X360, PS2, PSP, WII, PC

Accomplishments:

- Designed and developed the algorithms used to create a Texas Hold' Em hand ranking tool that used all known cards to evaluate the user's hand against all possible hands.
- Developed algorithms that selected which announcer or player voice-over would be played from a pool of over 7000 audio files.
- Implemented a time-stamp system to keep previously heard voice-overs from playing while fresh voice-overs were available.
- Improved the 3D math used by the AI collision avoidance algorithms, giving the AI racers the ability to stop when the path was blocked and to drive around slower vehicles.
- Expanded the PC audio engine to play ogg vorbis files in addition to wav files.

Education

CALIFORNIA POLYTECHNIC STATE UNIVERSITY – San Luis Obispo, CA

BS in Computer Science