

# Jacob T Fischer

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*I seek to temper a passion for technology by always experimenting with the latest the industry and academia have to offer through programming; specifically in software engineering, systems design, and web development.*

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## Education

Master of Science

### Computer Science

[Missouri University of Science and Technology](#) – 2014 - 2017

Graduate work in AI + Web development, research, and implementation

Bachelor of Science

### Computer Science

[Missouri University of Science and Technology](#) – 2008 - 2012

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## Experience

ePlata, LLC.

[eplata.com](http://eplata.com)

### Software Developer – 2017 - Current

Startup working primarily in Full Stack development using Node.js to make a cross platform financial app leveraging Cordova for Android, iOS, and Web platforms

- Full stack JavaScript development for front and back ends
- Modern JavaScript + Babel, React, and Material Design for the front end
- Node.js, Express, Redis, and MSSQL on the back end
- Wrote Webpack plugins to improve localization transpiling
- Re-wrote front end for Material UI major version upgrade
- Modernized JS code to use async/await syntax and Flow types
- Performed many DevOps tasks such as improving continuous integration, deploying builds, and improving development workflows
- Wore many hats and did much outside a traditional software engineering role being a small startup with big ambitions

Ungerboeck  
Software  
International

[ungerboeck.com](http://ungerboeck.com)

### Software Engineer – 2013 - 2014

Developed many different event management programs across utilizing web and Microsoft technologies

- Assisted with multiple larger teams to update deprecated WinForms software to VB.Net Silverlight full stack
- Completed performance profiling to identify slow forms and virtualize them
- Worked on small team to quickly create and deploy new event registration sites for clients with a variety of needs
- jQuery, JavaScript, HTML, CSS, and a proprietary framework for the front end
- ASP.Net backend using VB.Net, C#, and MSSQL

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## Skills

<b>Programming</b>	JavaScript (ES6+), TypeScript, HTML, CSS, SASS/SCSS, Python 2/3, JSON, SQL, C++, C#, Java, YAML, Lua, RegEx, Shell, VB.Net
<b>Frameworks</b>	Android, iOS, Node.js, npm, React, Babel, Material UI, Webpack, Lerna, Mocha, Jest, Flow, PIXIJS, Express, jQuery, Lodash, OpenGL, Moai, Codelgniter, Wordpress, ASP.NET MVC, Silverlight,
<b>Databases</b>	MySQL, Microsoft SQL Server (MSSQL), SQLite, PostgreSQL, MongoDB, Redis
<b>Project Management</b>	Git, GitHub, Trello, JIRA, Slack, Travis CI, Circle CI, Jenkins, DevOps, Agile, Scrum
<b>Other</b>	Microsoft Office, Google Docs; Adobe's PhotoShop, Illustrator, and Premier; Autodesk's AutoCad, 3ds Max, and Inventor

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## Technical Activities

### ACM SIG-Game

[siggame.io](http://siggame.io)

Worked on a student run design team to design and run coding competitions each semester between competitive AIs

- Acted as the Lead Developer for various teams managing small teams through code sprints to a final product
- Consulted with classes to run their systems and support their students through our codebases

### Cadre AI Framework

[siggame.io/Cadre](http://siggame.io/Cadre)

Master Degree software engineering project(s), with continuing development and enhancements to this day

Designed and implemented a new framework for creating and playing games with AIs across a variety of programming languages and platforms

- Created AI clients in C++, C#, Java, JavaScript, Python, Lua, and TypeScript that all must interact with JSON, networking sockets, reflection, threading, and documentation systems
- Game server implemented via Node.js with JavaScript/TypeScript and Express facilitating TCP/WS/HTTP connections over clustered threads
- Visualizer to playback game log files in browser using PIXIJS, Webpack, JavaScript, jQuery, TypeScript, and SCSS
- Python Metaprogramming tool to speed up development of common game logic between all projects via code generation and mutation
- Battle tested in multiple programming competitions with a wide range of games and competitions, some with human player(s)

### npm Packages

[npmjs.com/~jacobfischer](https://npmjs.com/~jacobfischer)

Maintains a set of JavaScript, TypeScript, and C++ (native) packages for Node.js

- Maintains a variety of packages across domains
  - Performs expected maintenance, including addressing issues, merging pull requests, and publishing new releases
  - Also contributes to other open source packages such as [DefinitelyTyped](https://github.com/DefinitelyTyped/DefinitelyTyped).
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