

Jeremy Wright

Developer

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About

I am a computer scientist who is deeply passionate about exploring the physical bounds of computing and the complex orchestrations and applications of computing. Through my education at Rose-Hulman, I got a sweet, first taste for the potential of computers through building operating systems, designing processors, and exploring a wide range of software applications. Since then, my professional work has extended to areas such as embedded systems for tractors, database and network orchestration for public displays, and service delivery for file systems via cloud providers has provided a plethora of experience fueling my passion for the field. My recent interests have brought me into new realms of computing such as photorealistic texturing and shading, quantum simulation, and virtual reality development.

Experience

Relativity

June 2017 - December 2020

Advanced Software Engineer

🔗 <https://www.relativity.com/>

Worked on application to build metrics optical character recognition of multiple file types as well as development operations for file systems for storing vast amounts of internal and customer data in various cloud systems.

Provided granular, real-time metrics for OCR application via New Relic reporting framework and collaboration with internal reporting teams.

Served files to the Relativity platform via the SMB and SFTP protocols and blob objects hosted over standalone and integrated servers.

Rewrote integral scripts for polling customer storage metadata daily to be highly configurable via Chef and systemd service inputs.

Independently developed customer-managed encryption solution via Powershell automation in the Azure cloud framework to ensure file systems met service-level agreements for new catalogue offerings

Coordinated with operational teams to provide continuous deployment and maintenance pipelines.

Applied the ITIL framework and SCRUM best practices to achieve consistent work output, strong customer communication, and extensive, clear service delivery offerings.

Software Engineering Professionals

June 2016 - September 2016

Software Engineer Intern

 <https://www.sep.com/>

Contractor focused on John Deere tractor control systems and fleet management dashboards.

Development for embedded systems for tractors in Qt and C++.

Gained insight into Java-based web development as well as screen renders for embedded system displays.

Strong focus in useful SCRUM processes, self-organizing teams, and flexible AGILE methods.

Get Liquid

June 2015 - August 2015

Software Engineer Intern

 <https://getliquid.io/> (Out of business)

Development for scientific data collaboration website as well as work within the local community to send local rain metrics from distributed computing system to NoSQL databases.

Wrote scripts to continuously post metrics from a locally networked rain collection system to a MongoDB.

Development on website to extend, refine, and test client-facing components.

Education

Rose-Hulman Institute of Technology

2013 - 2017

Bachelor

Computer Science

 GPA: 2.6

Computer Architecture II

Programming Language Concepts

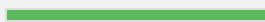
Operating Systems

Cryptography

Skills

Cloud Development

Master



Cloud Platform Development

Service Delivery

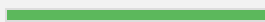
Multi-Regional Infrastructure

Chef

.NET Framework

Web Development

Master



HTML + CSS + JavaScript

UI/UX Design

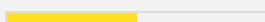
MEAN Stack

React

Handlebars

Virtual Reality Development

Intermediate



Unreal Engine 4

Unity

Languages

English

Native speaker

Interests

Photography/Rendering

3D Modeling

Texture/Shader Engineering

Photorealism Photography

OpenGL

Quantum Applications/Systems Engineering

Qiskit

Q#