SOFTWARE ENGINEER

NATHAN CREWS

https://apps.nathancrews.com

EXPERIENCE

December 2023 – Present
SENIOR SOFTWARE ENGINEER
Projects: https://apps.nathancrews.com
Create and customize open source/commercial software solutions:
Created the QMLForMFC librart supporting MFC support complex QML dialogs (modal and modeless), toolbars, statusbars and dockable panes.

JavaScript, HTML/CSS, HTMX, NodeJS image mapping web applications (frontend and backend). C++/C/C#, STL, OpenGL, GLSL, Open3D, LASlib (LIDAR point cloud data), 3D visualization of various formats, image manipulation, multi-threading, desktop applications and Windows shell extensions.

Jan 2014-Nov 2023
TEAM LEAD, SENIOR SOFTWARE ENGINEER
Carlson Software
Hydrology Engineer: Provided C++/Blueprints game backend and UI for engineering hydrology elements for a new learning game based on Unreal Engine.
Precision 3D Team: Lead software development a new 3D CAD platform for civil engineers and land surveyors. Key features include drone photogrammetric/LIDAR point cloud processing, design surface modeling and data import export.

Jan 2012-Jul 2015
SENIOR SOFTWARE ENGINEER
Central Maine Power, Itron
Primary responsibilities focused on creating custom high performance C++ and C# .NET distributed computing enterprise solutions for electric and water utilities. Windows Server Enterprise environment using Oracle and SQL Server databases with C# and ASP.NET application code. Strong debugging and performance optimization skills.

SENIOR SOFTWARE ENGINEER
Logos Technologies
Military Drone Video Visualization: Created 3D NASA World Wind based client/server TCP/IP socket H.264 streaming video playback software using CUDA accelerated H.264 encoding Linux server to a Windows 3D platform client using C++, C and Java.

SENIOR PRINCIPLE SOFTWARE ENGINEER
Autodesk
Extensive 2D and 3D graphics experience using OpenGL, AutoCAD, Civil3D AutoCAD Map, Revit and 3D Studio MAX.

CONTACT

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https://github.com/nathancrews

OBJECTIVE

Continued software application development applying my diverse software development experience using C, C++, C#, QML, Javascript HTML/CSS, on a wide variety of technologies and platforms including API development to new projects.

SKILLS

Languages: C++, C#, QML, javascript, HTML/CSS, and Unreal Engine Blueprints

Development Tools: Git, Perforce, Jenkins, MS Visual Studio, VS Code, Qt Creator, cmake, gcc, g++

APIs: Qt/QML, .NET, Win32, MFC, STL TBB, OpenMP, Open3D, OpenCV, Unreal Engine, Point Cloud Library, PDAL, GDAL, LASTools, HTML

Platforms: Windows, Windows Server, Linux

EDUCATION

A.S. PHYSICAL SCIENCES, Cum Laude
Gaston College, Gastonia, NC