

# Jonathan Altieri

## SOFTWARE ENGINEER

*Aspiring Student, Practicing Software Engineer*

### TECHNICAL SKILLS

**Programming:** C#.NET, C++, Python

**Software:** Unity, UE, VS, VSCode @ FB, Atlassian, JetBrains, AWS, Github, SVN, Azure OpenAI

**Hardware:** Oculus Rift 2 & 3, Vive Pro, HoloLens, Varjo

### EDUCATION

#### Masters of Science in Entertainment Business

Jan 2018 – Oct 2019

Full Sail University, Orlando, FL

- Business Development Plan for an EdTech business named Learni, Inc.

#### Bachelor of Science in Game Development

July 2014 - May 2017

Full Sail University, Orlando, FL

- Jumping Space Prisoner | 2D Second – Person game | C# and Unity 5.3.1f3 | <http://bit.ly/2ovwKnM>

### CERTIFICATIONS

#### AWS Certified Security – Specialty

April 2022

#### AWS Certified Solutions Architect - Associate

Oct 2021

### WORK EXPERIENCE

#### Accenture @Meta | Software Engineering Lead / Engineering Manager

August 2023 – Present

- Lead Network Engineer responsible for supporting MR device network pipeline
  - Tracked existing network bandwidth in SLICK for Network Infrastructure Services supporting Reality Labs
  - On-call Support for Executive Demos and Network troubleshooting
  - Supporting rollout of new Network Architecture required for research devices
- Implemented CaptureReplay software and hardware in the Meta Workrooms and Horizons VR platform
  - Tracking and matching existing Capture Avatar movement, then translating the Meta rig to use the same parent with existing third party rig support
- Launched Azure Infrastructure containing Azure OpenAI endpoints for Meta researchers to access ChatGPT
- Worked on the Buck2 project Trebuchet, converted codebase from thrift-py3 to thrift-python

#### Six Nines IT, LLC | Solutions Architect

October 2021 – October 2023

- Supported multiple gaming customers with hybrid-render AWS Deadline SAAS (Terraform)
  - Created AWS Render & Workstation AMIs for Autodesk products, Unreal Engine, Nuke, Blender
- Support for Epic's render team, python-based Shotgun plugin for Slack
- Implemented a serverless AWS GameLift server for a hackathon using Cloud9 for the shared IDE, ECR to host bots, Lambdas to control Multiplayer connections all in coordination with Amazon GameLift, and all launched through Cloudformation.
  - Unity 2020.3 frontend, looked like this: [GameLift Gif](#)
- Participated in a one-week two step AWS Instance launcher called Site Demo with Unreal Engine 5, posted on AWS Marketplace
- Created documentation and localized a two-step Azure Cyclecloud launcher inside a cloud instance, demo'd for MSFT Azure teams
- Created a development environment and restored access to an existing HPC Automated build pipeline used by Cadence
- Has made multiple demo videos for learning and development, located here: [AWS Videos](#)

#### Engineering & Computer Simulations | Unity | MR Software Engineer

July 2019 – October 2021

- TC3 Sim - Medic-based Sim - HaptX, VRgluv, Leap Motion, Avatar VR, Ultrahaptics
- Joint Instructional Trainer WebGL
- VAVMC 3D Multiplayer World

**SSE, Inc | C++ and C# | Plane Maintenance Sim | Unity Programmer | VR, AR** **May 2019 – July 2019**

- P8A Poseidon – Regression Recording

**Simigon, Inc | C++ / Knowbook | Heli / Plane Flight Sim | Software Engineer - November 2018 – May 2019**

- T-6A and IAF Air Force gauge, dial, and switch creation

**Meggitt Training Solutions | VR & AR Firing Range Solution | Intern to Temp** **May 2018 – November 2018**

- Microsoft Visual 2005 → Microsoft Visual 2013 Weapon Test App Conversion | C++ / C#
- TCP/IP → DDS XML Messaging Agents | C++

**DPI Industries, Inc | VB.Net / C#.Net | Software Engineer** **July 2017 – May 2018**

- Converted entire project from VB.Net to C#.Net

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## **SIDE PROJECTS**

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**Comma.ai Port for Self-Driving Car | Python and C | Summer 2018**

- Modified the hardware for fit to install in 2017 Toyota Prius.