



JONATHAN LEADERS

SENIOR SOFTWARE ARCHITECT





TECHNOLOGY ENGINEERING EXPERIENCE


CONNECT


- Name**
Jonathan Leaders
- Location**
Orange County, California
- Phone**
jonathanleaders.com/call
- Email**
jonathan@leadersandco.com
- Website**
jonathanleaders.com
- Linkedin**
/in/jonathanleaders
- IMDb**
/name/nm4192113


ACCOLADES


 1st Place State 3D Graphics
1st Place Nationals Tech. Test


 Globally a top 6% percentile
writer on #1 programming
site, Stack Overflow


 4.7 million views on
professional technical
writings across 7 sites

 Consultant on app reviewed
by Jack Dorsey for White
House initiative to empower
women in STEM fields

 Panel judge for Dallas
competition & Warner Bros.
tech. panel speaker

 Guest speaker for high
schools in South Dakota &
California

 Early stage CTO & advisor on
JobSnap, Forbes 30 Under 30
startup

 Teammember in 41 wins, 213
nominations including Oscars
Annies, & Golden Globes

2013 - Now **Leaders & Co.**
Founder, Lead Programmer

- Created cloud-based SaaS app for logistics tracking \$1m/mo of jobs (invoicing, scheduling, routing, GPS tracking, coms) in **PHP, MySQL, Ansible, JavaScript, Java**
- Built prototype iOS app in **Objective-C** for startup later acquired by AutoDesk
- Consultant on technology for NYC based affiliate marketing startup w/ NYU
- Hired, trained, managed, programmers & interdisciplinary team between 1-6 people
- Ensured uptime with TDD methods & **Jenkins, Git, NodeJS, Ant, Vagrant, & Docker**
- Automated anti-piracy video transcoding with scaling **AWS EC2** clusters

2010 - 2013 **DreamWorks Animation SKG**
Global Technical Director, Research & Development Engineer

- Used **Python** to improve rendering, modeling, crowds, and data flow techniques
- Technical Director for *Madagascar 3, Puss in Boots, The Croods, Megamind, Home*
- R&D Engineer building next generation lighting tool in **C++** to improve film graphics
- Wrote technical documents that communicated complex solutions for other staff
- Spearheaded cross-department initiative to get 17% to 250%+ efficiencies for shadow map generation and point base global illumination, reducing load on render farm
- Co-founded "Engineering Development" department to develop engineering team
- Co-founded "Innovation Lab" featuring NASA, UCLA, and White House staff

2007 - 2010 **SpiderMonk Entertainment**
Lead Programmer

- Programmed **C#** language translation automation for Nintendo game
- Created **C++** Xbox 360 & PC game engine from scratch
- Developer/lead on 3 shipped Microsoft Xbox, PC, Nintendo Wii, Nintendo DS titles
- Engineered **C++** plugin integrations with XSI & AutoDesk data export & import

2004 - 2005 **SIL International**
Web Developer

- Used **MySQL, JavaScript** and **XSLT** to securely handle sensitive life-endangering data in unstable regions



SOFTWARE DEVELOPMENT EDUCATION

2005 - 2007 **Southern Methodist University, Dallas**
Completed "The Guildhall" Masters Level Program

Youngest student to complete graduate level program in Software Development (excelled & skipped college)

- Built **C++** quaternion-based skeletal animator w/ weight vertices
- Engineered real time satellite data tessellator in **C++**
- Engineered compiler, lexical analyzer, and parser in **C++**
- Created 30,000+ line 3D engine w/ Depth of Field as Thesis project
- Built 3D math library (vectors, matrices, splines, quaternions etc.)
- Converted Half-Life 2, Quake II, and Unreal into different game genre's



PROGRAMMING EXPERTISE

