Wesley Smith Resume

Email: wes.sanders.smith@gmail.com Website: wesleysmith.net

**Technical Skills** Languages: C#, C++, JavaScript, Python, T-SQL, HTML, CSS

Tools and Libraries: SQL Server, ADO.NET, WinForms, Visual Studio, Make, Git, Arduino, Keras

Other Skills: Concurrent programming, applied machine learning, embedded programming, electronics, audio production

## Education Bachelor of Arts in Computer Science and Mathematics

2007 - 2011

Willamette University

Portland, OR

Salem, Oregon

Thesis: Particle Filtering in Nonlinear Non-Gaussian State Estimation

## Experience Metro Presort

Digital Solutions Engineer

April 2019 – March 2020

- Developed and maintained C# scripts for transforming data into billing statements and letters in accordance with the requirements of medical offices, credit unions and municipal utilities.
- Parsed a variety of data formats including unstructured flat files, PDF and PostScript.
- Developed in-house tools and automation to improve the accuracy and efficiency of mail production.
- Responsible for the phases of mail processing leading to the creation of printable documents.
- Wrote T-SQL queries for reporting, data processing and troubleshooting.
- Configured and styled customer web portals.
- Administered an SFTP server.
- Provided level 3 technical support.

Serena Software

Software Engineer

Hillsboro, OR

May 2015 - November 2017

- Contributed to SBM Composer, the workflow designer for the Solutions Business Manager process management and workflow automation software.
- Maintained and added features to a mature C# desktop application with a WinForms UI.
- Wrote XSLT templates to generate HTML forms from XML exported by the designer.
- Did limited frontend development to support features added to the form designer. Added features to a public JavaScript API, preserving backward compatibility.
- Coordinated the addition of major features with backend, frontend and solutions teams.
- Collaborated with technical support to resolve customer-reported defects.

## National Oceanic and Atmospheric Administration

Research Intern

Boulder, CO

 ${\rm May}\ 2010\,-\,{\rm September}\ 2013$ 

- Developed a statistical post-processing method for producing probabilistic tropical cyclone track position forecasts, implemented in MATLAB/Octave.
- Wrote a tool in Python to simplify the task of obtaining high resolution topographical datasets for use with numerical weather prediction software. Provided a command line interface and Tk UI.
- Used Perl to migrate all posts on the LAPS/STMAS support forum from legacy message board software to YaBB.

Fun in Motion

Content Designer

Austin, TX

July 2009 - April 2010

- Designed levels, edited audio and produced music for the arcade game Pump It Up Pro 2.

Last updated: July 28, 2021