ROBIN FISHER | It / She
Creative Software Engineer

Status: Freelance & volunteer

Field: Realtime Interactive, Data Visualization, Creative, and Geospatial Software Engineering

Skills: TypeScript, Rust, C++, Python, UI/UX, software architecture, Linux, containers

Longmont, CO

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github.com/itsarobin

A creative engineer passionate about artistic integrity and accessible and inclusive software design.

Experience

Senior Software Engineer - Outside Analytics   Sep. 2020 - May 2023

- Technical lead for a prototype system that was instrumental in winning a $500m government contract to visualize orbital objects and infrared imagery in real time

- Prototyped 3D geospatial visualizations in Unreal Engine, Unity, and pure Rust

- Authored a Wasm web worker framework for satellite propagation, including Rust bindings for an open-source propagation crate and a client's propriatary C++ propagation algorithm

- Implemented performance optimizations for 3D data visualizations, simulations, and web apps

- Designed architecture for:

  - An extensible dashboard that enables third parties to integrate their own views and visualizations
  - Micro services supporting multi-client concurrent data entry and manipulation
  - Accurate and performant rendering of up to 50,000 space objects in a web app
  - An Unreal application and blueprints for visualizing, inspecting, and entering geospatial data, inlcuding point clouds, real-time satellite imagery, historic and predicted satellite positions, and track lines

Freelance Software Developer - Freelance   Jan. 2013 - Present

Software Engineer - Inspirato   Jun. 2019 - March 2020

Senior Web Developer - Vermilion Design + Digital   May 2018 - March 2019

Freelance Web Developer - Neat Capital   Nov. 2017 - April 2018

Senior Front-end Engineer - Infield Digital   Aug. 2016 - Nov. 2017

Enterprise Wordpress Architect - Janus Capital   May - August 2016

Front-End Developer - Enova Financial   May 2015 - May 2016

Front-End Developer - The Creative Group   Jan. 2015 - Sep. 2015

About me

Career interests - Social/collective impact, collaboration, creative endevours

- Accessibility and inclusivity - working with communities to provide tools they need
- Collaboration with designers/artists, musicians, and other creatives to build unique experiences
- Creating progressive change focusing on underserved communities

Personal interests - Cooking, creativity, nature

- Self expression through music, art, and games

- Gardening, running with dogs, hiking, skating, and drone racing

- Baking, bread-making, stir-frying, BBQ, and more

itsarobin.github.io ∎ github.com/itsarobin