

Leif Christiansen

Software Engineer | iOS | Web | Art History <https://www.leifchri.dev>

RELEVANT EXPERIENCE

Google — Software Engineer

JUNE 2019 - PRESENT

Full stack eng working on Google Home App to add new features and support to iOS and Android for Google Nest camera and security devices.

Leading remote team in dev of new camera feature to ship in 2021.

Architected, implemented, and shipped iOS implementation of multi-camera experience, [press coverage](#).

Indiana University — Graduate Assistant

JANUARY 2018 - MAY 2019

Develop new tech apps for museum patron interest and engagement.

Apps: iPhone tour, 3D tablet app, Microsoft HoloLens AR installation.

Flyover Zone — Software Engineer

JUNE 2017 - MAY 2019

Adapted cross platform VR app for multiplayer support

Built educational Drupal website offering community engagement, quizzes, and social media sharing.

Indiana University — iOS Developer

SEPTEMBER 2016 - JANUARY 2018

Ported mobile app for loading and viewing 4D objects from Linux to iOS.

Updated 4D geometry app to 2016 iOS standards, added 4D interaction.

EDUCATION

Indiana University, Bloomington IN — PhD in Informatics

SEPTEMBER 2015 - MAY 2020

Dissertation: Extending Model Use in Virtual Heritage: User-Centric Implementation of a Protected Remote Rendering Visualization Tool

Lewis & Clark College, Portland OR — BA in Maths and Computer Science

SEPTEMBER 2011 - MAY 2015

Minors in Classical Studies and Music

Honors: *summa cum laude*, Phi Beta Kappa, Pi Mu Epsilon

SKILLS

Objective-C, Java, Swift, GLSL (OpenGL, OpenGL ES, WebGL), C#.NET, C/C++, Python, R, PHP, SQL, Javascript, HTML/CSS, jQuery

Xcode, Unity, IntelliJ, Drupal, Zbrush, 3D Studio Max, Blender, Linux/Unix, Photoshop

Technical writing, project management, Agile Scrum

RESTful architecture, Linear algebra, Data mining

Intermediate Italian (3 yrs exp), Basic Spanish (3 yrs exp)

PROJECTS

Uffizi Online Collection: Showcase of 3D digital models produced by IU Bloomington and The Uffizi Galleries. <http://www.digitalsculpture.org/florence>

RomeReborn: Product showcase and community portal for educational VR apps. <https://romereborn.org/>

DigitalToolbox: Web app to enable curators to create geo-referenced collections with multi-media and teaching resources.

Data Mining Latin texts: Used Naive Bayes to test authorship of Latin texts from online repository. <https://github.com/leifchri92/B565-Project>

4D Exploration: iOS apps to demonstrate and explore 4D geometry. <https://apps.apple.com/us/app/4droom/id1239916461>