

Brian Fischer
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EDUCATION

Carnegie Mellon University – Pittsburgh, PA Class of 2016
B.S. Computer Science; Minor in Japanese Studies

The Pingry School – Martinsville, NJ Class of 2011
High School

SKILLS

Programming Languages/Tools

- Experienced with C++, C#, WPF, Git
- Familiar with Python, C, Unity, Java

EXPERIENCE

Software Engineer August 2015 – Present

Belvedere Trading LLC – Chicago, IL

- Refactored C++ infrastructure code to build as shared objects and conform to PIMPL Idiom
- Improved performance and latency of C++ trading algorithms
- Led and mentored interns developing an exchange simulator
- Moved trade persistence from SQL to in house CQRS-ES event store
- Implemented dynamic option strategy naming
- Designed and developed tool to view and filter live market trades
- Developed C# service endpoint discovery tool
- Regularly added new functionality to C# trading applications
- Used WPF and MVVM patterns for UI enhancements of multiple internal apps

Software Engineer

Boneyard VR Studios August 2017 – Present

- Working on small features and bug fixes for an upcoming VR Tabletop Tactics game using Unity

Research Assistant

May 2015 – July 2015

CMU Human Computer Interaction Institute – Pittsburgh, PA

- Implemented a mixed reality educational game that teaches principles of balance and stability
- Play tested at The Children's Museum of Pittsburgh and refined based on feedback

Software Engineering Intern

June 2014 – August 2014

Belvedere Trading LLC – Chicago, IL

- Developed market trade data collectors and validators for the data team
- Implemented an Option Greeks visualization tool using rCharts and Shiny

Research Assistant

May 2013 – August 2013

CMU Language Technologies Institute – Pittsburgh, PA

- Developed prototype for The Speech Recognition Virtual Kitchen, an online community focused on lowering the entry level to speech recognition by providing users with Virtual Machines that provide a consistent environment for experimentation
- Displayed at the Show & Tell Demo of Interspeech 2013

SELECTED COURSEWORK

Game Design, Prototyping, and Production – Spring 2015

- Designed and implemented multiple games using Unity

Parallel Computer Architecture and Programming – Spring 2015

- CUDA Renderer
- Parallel BVH Construction via Approximate Agglomerative Clustering

Visual Computing Systems – Fall 2014

- Parallel Sort-Middle Tiled Renderer
- Barrel Distortion Ray Caster for the Oculus Rift in Javascript