# Theodore Smith

✉ theo@jeebox.org

📞 07939321782

🏠 Finchley Central, London

🏛 http://jeebox.org/portfolio

▶ <u>YouTube Profile</u>

📶 <u>Web Page</u>

## ✓ Key Skills

Developer

Design

Invention

Algorithms

Optimisation

Creativity

## 🌐 Languages

Proficient: C++ / C / JavaScript / GLSL / OpenGL

Able: Python / SQL / Assembly / Java / Perl / Ruby / cmake

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## Summary

Talented experienced motivated software developer. Offers strong low-level optimisation, software design skills, high-level-design. Able to think outside the box and open up new areas. Good at working with team members.

## Career History

My career has two sections

- The last 10+ years mostly creating self-made work but unsold
- Previously I was hired, doing contract work, and selling products

The last 10+ years, I created my most impressive work, however, these were all self-made and unsold, I am not a business person. I want to change this and be hired again, but work on my own ideas part-time.

### Software Developer - Self-Motivated period

**Perry (2021+):** IDE and VM for my language *Speedie*. Uses a cross-platform GUI-framework I created. Once finished, it will make the language *Speedie* be pleasant to use. (Written in Speedie / C++ / Obj-C)

**Multiplay (2021, self):** An *iTunes* replacement, that plays your favourite music with "frequency medicine" underneath. Plays text-files as subliminals too. (Speedie / C++ / Obj-C)

**360 Sales (2021, contract):** Created an order-management and printing system, to batch print shipping-labels for *eBay* orders. Designed for a medium-sized tech firm refurbishing and recycling electronics. (I **was paid** for this.) I enjoyed doing work for a company that is responsible and wants to help nature.

**Temporal (2019, self):** A system to enable "cyber divination" via physical entropy. (Like reading tarot-cards or tea-leaves). Was used for a social-media app that reached #9 global on *Apple*'s store. An example of "Mind-Machine-Interface". I actually made this, as wanted to help the community, I personally don't need it. (C++)

**Galaxxies (2016-2019, self):** A creative game with unique "Tron" style based on a novel magical aura effect. SDF animations, procedural textures, 180fps, flyable islands customisable into space-ships, creative-voxel world.
Suspended due to over-ambitiousness. But I've learnt so much.

**Speedie (2014-2016, self):** My own programming language, and favourite. Fast as C despite being modern OOP. Makes code short and simple. Memory-manager is 28% tighter than *Ubuntu*, and a little faster. *Speedie* uses *Jeebox* to represent it's code.

**Jeebox (2011-2013, self):** An extensible language for both code and natural-language. Only used for "general data storage" and code right now, but was originally designed for AI.

**CMS (2010, self):** Created a "content manager system" for tight and functional websites. Auto-discovers and link terms for you. Was used to bring a non-profit-app to #9 on the *Apple* Store.

## Software Developer - Hired and Contractor period

**Alfie (2005-2009, hired):** Created a teacher-tool to build online tests for UK students in most subjects, automated marking, and report generation for the class. (I did server installation, scripts, user-data storage and created a desktop-app.)

Also ported large Windows app to Mac (replicated many Windows APIs)!

**ElfData (2002-2004, donations+contract):** Advanced and fast string processing library with new algorithm I invented. Did Unicode case-folding. Had extensive self-tests, bug-free. I also did contract jobs during this time.

**XML-Editor (2000, shareware):** Created an XML validator/editor. I wrote the parser and tree-GUI, making it the first XML tool for Mac, used by *Apple* to validate their technical refs.

## Interests & Hobbies

Gaming
Health
Art