

SARAH SMITH

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PROFILE

Since 2004 I have specialised in developing for devices. That's Swift/ObjC on iOS, and Kotlin/Java on Android; and Software Engineering in C++ on Linux devices; with additional skills in React, AWS, mobile-first web-apps, secure programming and full-stack in general.

EXPERIENCE

"Code Boss", Smithsoft Pty Ltd, July 2012 to current

I founded Smithsoft with the goal of building great apps, games and software for all the people, and to build a sustainable business doing what I love: writing code & working with great teams. During the past 8 years I have:

- Built a team of 6 in 2016 that delivered an award nominated iOS native game; Pandoras Books
- Architected & built the federated leaderboard system on Firebase for Pandoras Books
- Created cross-platform C++ app PLISTinator for Mac/Win/Linux which still sells today
- Worked with a number of clients to build & maintain their iOS and Android apps

International Travel Company; July 2018 to Sept 2019

This company has a number of well known brands in the travel space, and operates internationally. For them I:

- Worked on the iOS and Android mobile apps
- Worked on back-end systems in Java and on AWS DynamoDB

CTO/Senior Engineer, Sortal; Mar 2017 to July 2018

Off the back of a startup weekend win in early 2017 my co-founder and I built Sortal, an app that organises your photos using human meaning; based on AI and federated user feedback. We won a spot in Collider/17 and the Lord Mayor of Brisbane's prize for our work. For Sortal I did:

- Joined in pitching & winning several competitions and programs
- Worked through an accelerator program & to deliver on demo day.
- Designed & built a photo processing engine using Tensor Flow & OpenCV, C++, Swift & ObjC

Senior Software Engineer, Team Lead; Nokia, Qt Frameworks, Jan 2009 to July 2012

Nokia purchased Trolltech in 2008 & made Trolltech's Qt into the centre-piece of its mobile device eco-system MeeGo. I worked on the Qt3D project where I was:

- Development Team Lead Qt3D
- Designing & Implementing Qt3D functionality in C++
- Implementation of importers for 3D assets

- Designed and implemented 3D scenegraph
- Cross-platform integration onto Mac, Windows, Linux and mobile devices including Maemo/MeeGo.
- Meeting with clients and delivering training at events like Qt Developer days in Munich & San Francisco

Senior Software Engineer, Google; Oct 2007 to Jan 2009

I worked for the Ads business based in Mountain View, California monitoring, securing and scaling the ads serving infrastructure at Google's data-centers:

- Wrote monitoring system consoles and maintained existing load-balancing systems
- Debugged, and did performance monitoring and release management of C++ server programs
- Linux server and networks investigations and troubleshooting

Senior Software Engineer, Trolltech; July 2004 to Sept 2007

Trolltech's Qt is a pre-eminent cross platform C++ toolkit. Qt was used to develop a complete mobile phone system - the Greenphone. There I:

- Built the App & Safe Execution Environment for the Greenphone
- Wrote and presented security white-papers at conferences on the Safe Execution Environment
- Wrote kernel module code in C to do key transport for the Safe Execution Environment
- Built prototype linux systems using User Mode Linux for kernel & security development

EDUCATION

BSc (Comp Sci) University of Queensland, 2004

PROFESSIONAL ACTIVITIES

- Mentoring women engineers winning Developer of the Year in 2018
- Presented at a number of international & national conferences
- Co-Founder Women Who Code, Brisbane
- Organiser on the 2011 Linux Conference Australia Committee
- Women in Technology/Office of Women - Program Mentor 2009