

Janet Gilbert

Senior Software Engineer

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Work Authorization: US and UK Citizen – No visa sponsorship required

Skills

Programming: C++, C#, Python, Java, JavaScript, TypeScript

Engines & Tools: WebGL, Three.js, Unity, Dear ImGui, NoesisGUI, React/NextJS, AGS

Specialties: Full-Stack Development, Performance Optimization, DevOps, UI/UX Systems, AI/ML Integration, Tools Development

Platforms: Desktop (Windows/Mac/Linux), Mobile (iOS/Android), Web

Other: Datadog, Agile/Scrum leadership, SQL/NoSQL, AWS, Prompt Engineering, AI-assisted coding

Career

Praxis Labs (May 2022 - June 2025) - Senior Software Engineer

- Developed Pivotal Experiences, an interactive HR training platform, transitioning from **VR/AR** to **WebGL** for enterprise desktop deployment
- Led team of 2 developers/artists as primary developer on multiple released training modules.
- Achieved **40%** reduction in application download size and resolved critical cache invalidation issues, dramatically improving reliability on resource-constrained systems.
- Revamped deployment from manual system to fully automated **AWS/Python** pipeline.
- Contributed to a company pivot using LLMs to create an AI-powered HR training avatar:
 - Built core features using **React, Next.js, and TypeScript**.
 - Prototyped a **3D avatar (Three.js)** with real-time facial emotion and lip-sync.
 - Integrated speech-to-text (**Hume**) and **OpenAI** LLM APIs for analysis of user skill progression.
 - Led research into third-party services, optimizing for latency, cost, and scalability.

Sumo Digital (September 2021 - May 2022) - Programmer

- Contributed C++ code to Zwift, a major fitness platform with millions of users.
- Assisted in migrating UI from proprietary system to **NoesisGUI (XAML)**.
- Developed internal tools using **Dear ImGui**.

Adjunct Professor at NYU Game Center (September 2019 - May 2022)

- Taught intermediate and introductory programming courses (C#, Java) to classes of 16 students
- Mentored senior students through capstone projects, providing technical guidance and code review
- Developed curriculum covering advanced topics including shader programming, animation systems, and UI architecture

ESC Games (May 2018 - November 2018) - Game Prototype Developer

- Designed and prototyped “Borough Gods” mass experience developed in **Unity**, **Javascript** for **WebGL**.

Wadjet Eye Games (August 2009 - September 2021) - Game Developer

- Coded gameplay systems in **AGS** for acclaimed narrative-driven titles.
- Led beta-testing programs and game deployment across **Steam**, **Nintendo Switch**, **iOS**.
- Ported multiple PC titles to **iOS**, including UI/UX redesign and performance optimization
- Contributed to the **open-source AGS engine**, extending functionality to support iOS.

Distinctive Developments (July 2007 - August 2009) - Game Developer

- Designed and implemented **Java** smartphone games.

Astraware (August 2002 - July 2007) - Game Developer

- Developed and shipped dozens of small mobile games for PDAs and smartphones as sole programmer, **C++**.

Sony Computer Entertainment (July 2001 - June 2002) - Programmer

- PS2 UI for "Formula 1 2002" (**C++**)

Education

- Leeds University (UK): **Computer Science BSc** degree, 2:1. Final year project on Machine Learning in Games