

Jokubas Dargis

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A super-curious software engineer who loves crafting code and user experiences through empathic design and creative problem solving. Always a pragmatic doer and a perfectionist at the same time.

Experience

Software Engineer at Obvious Engineering - Mar 2014 – Present

Designed and developed the Seene Android app. From prototyping through to publishing, worked on all aspects of building a successful Android app. Following the Android platform design guidelines (Material Design) and striving for the best UX the app has been received very well among users and industry critics. The app also got featured for its excellence in mobile VR by the Google's Cardboard team during Google I/O 2015.

Developed libraries that integrate Android camera and graphics frameworks with the core Obvious Engineering CV pipeline. Supplied and supported libraries to third-party developers to help them implement face scanning feature in their Android app.

Explored uses of Seene's user-generated 3D content in immersive VR experiences. Prototyped a social VR game and 3D photography visualisation concepts using Unity3D.

Designed, implemented and scaled the web front-end service for the Seene platform. The service was architected as an independent Node.js server application which consumes Seene's REST API transforming it for the browser client based on Angular.js. The implementation of the browser app involved building a mobile-friendly WebGL 3D model viewer which can be easily embedded on third-party websites. The web client was optimized for a multitude of desktop and mobile browsers as well as various search and social network crawlers in order to facilitate organic growth via sharing the Seene platform's user generated content.

Built a microservice to render Seene's 3D content as web optimized videos and animated GIFs on the AWS GPU instances. The service was deployed as a dynamic proxy for the clients where WebGL was not available (mobile, social networks). Alongside, built an image resizing microservice to proxy all the Seene platform images to the web, iOS and Android clients.

Focus: Android, product design, AR/VR, prototyping, web front-end, REST API server + client, microservices, devops, scaling & cloud infrastructure.

Software Engineer at Harmonypark - Dec 2012 – Mar 2014 (1.5 years)

Developed a mobile AR prototype application using the Obvious Engine natural-feature tracking SDK for retail marketing at McDonald's restaurants.

Lead the front-end development of Mixshape.ie - an intelligent music playlist creation service sponsored by Microsoft. Whilst working closely with the design team, explored various music visualisation approaches using web technologies, from Canvas to WebGL. Architected the client as a single page Backbone.js app which integrated with a REST API. The app featured easy integration with the Spotify platform and showcased Internet Explorer 10 as a modern browser.

Re-designed and built a responsive marketing website for Harmonypark. While augmenting the site with a Backbone.js based server-side rendering framework, implemented a mini social link aggregator and a newsletter driven by the employees of Harmonypark.

Prototyped various digital experiential marketing concepts for clients.

Focus: mobile AR, web front-end, product design, prototyping, REST API clients.

Independent music producer, Eleven Tigers - 2006 May – Dec 2012 (6 years)

Independently released a full-length live album '111' - a result of a crowdfunded and collaborative campaign.

Produced music and artwork for a physical/digital album 'Clouds are Mountains' recognized by Mary Anne Hobbs on BBC Radio 1.

Employed visual programming tools to develop unique sound synthesis & sampling applications.

Developed a broad understanding and practical use of small to medium sound studios and live music set-ups throughout various projects completed while at university and as a touring musician.

Focus: music production, experimental sound synthesis, DSP, live music performance, marketing.

Education

2:1 BA(Hons) Music Technology Specialist,

Thames Valley University, London, UK - Sept 2008 – Jun 2011

Skills

Android SDK & NDK, Java, C#, Kotlin, Javascript (Node.js), HTML, CSS, GIT, Unity3D, Max/MSP, PureData, TDD, BDD, Arduino, Linux.

Interests

Exploring life through sounds, music and moving images. Drama/performance art (attended a theatre studio for 15 years). Swing dancing. Rock climbing. Cycling. FOSS. Indie video games.