**۞ Luminary Apps**

# Joe Strout

Software Engineer

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## Profile

I've been a professional software engineer for over 20 years, with a unique background that includes psychology and AI.  Recent projects include everything from iOS apps to cross-platform ERP software running large corporations, but I'm especially interested in developing AI (artificial intelligence) for games and other applications.

## Selected Experience

### Programmer/Author; Bryan, OH — 1990-1992

As a youth I wrote a number of programming articles, including cover features, for Apple II magazines such as *Nibble*.

### Software Engineer, ARO Corporation; Bryan, OH — 1990-1994

Job duties included designing and writing software for inventory control, automated manufacturing, process planning, and miscellaneous utilities.

### Senior Software Engineer, REAL Software; San Diego, CA — 2000-2008

Responsible for the design, implementation, and maintenance of a major software product (REALbasic) involving compiler design, user interface, and cross-platform API development.

### Owner, Luminary Apps; Fort Collins, CO — 2010-Present

As a software engineering consultant, I have engaged on a wide variety of unique and successful projects for Mac, Windows, iOS, and Android.

## Education

Miami University, Oxford, OH — A.B. (Honors) in Psychology (Minor in Math); May 1994.

University of California, San Diego, CA — M.S. in Neuroscience; June 1997.

## Skills

My academic background has equipped me well to develop complex simulations, implement algorithms from the literature, and develop new algorithms as needed to tackle difficult problems.  I've been involved in AI research since the mid-1980s, and constantly update my education with the latest techniques.  I write well-factored code that is clean and maintainable, and deliver high-quality results that lead projects to success.