

Trisha Lefler

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- https://blog.six-five-six-four.com/resume_322_402_365.html

Work experience

VirtuSense VSTAlert / VSTOne

<https://www.virtusense.ai/products/vstone-1>

2019 - Present

Currently senior software engineer on VSTAlert and VSTOne products

- Wrote and maintain over-the-air updater for all VSTAlert and VSTOne systems (C++17)
- Wrote and maintain config, monitoring, and update services (Rust)
- Created Ubuntu system images for x86_64 hardware
- Contribute to automated testing framework (C++17 and Python)
- Admin for self-hosted Gitea, Prometheus, and WireGuard

VirtuSense VSTBalance

<https://www.virtusense.ai/products/vstbalance>

2014 - 2019

- Wrote a C# GUI program that processed live depth images and 3D point clouds
- Used ffmpeg, OpenGL, and Skia to composite video and graphics at runtime
- Used UDP and ProtoBuf for a VR head tracking project

Peoria Robotics

2011 - 2013

- 3D tracking of infrared LEDs using multiple Wiimotes as cameras
- Tracking people in a room using skeleton data from multiple Microsoft Kinect 1 cameras

- Automatically detecting when a person enters a designated sterile zone, using Kinects

Solo projects

PTTH

<https://six-five-six-four.com/git/reactor/ptth>

I wrote PTTH in 2020, using [Rust](#).

PTTH is a read-only file server that allows users to access files on a fleet of IOT devices without any firewall configuration. The server on each device makes an outbound long-polling HTTPS connection to a cloud relay, and the relay tunnels client requests back through that long-polling connection.

Jet Racing 4

<https://six-five-six-four.com/ld48/game.html>

A racing game I made in 2021 for the 48-hour Ludum Dare game jam. I used WebGL and TypeScript.

Tools / Languages

Experienced

- C++, 10 years
- Git
- Rust, 4 years
- Linux

Familiar

- Docker
- HTTP
- OpenGL ES 2
- Python
- QUIC
- SQL
- TypeScript