Arthur Klattenhoff

Software Engineeraklattenhoff@gmail.com

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**Profile**

8+ years working as a software engineer, web developer, and code review expert. I have worked with a wide range of technologies, languages, and concepts, demonstrating a strong ability to succeed under varying conditions and constraints. Experience communicating technical and non-technical ideas with people from a wide range of technical backgrounds, from lawyers, to experts, to companies, and clients.

**Work Experience**

**Software Engineer**

Freelance Consultant – Austin, TX

*April 2020 – Present*

* Designed and developed full stack application including web application (TypeScript), mobile application (Flutter), and some database code (Firebase).
* Developed reusable front-end library using Typescript, lit-html, and Material Design Components.

**Software Code Review Expert**

Freelance Consultant – Austin, TX

*February 2015 – Present*

* Investigated and functionally traced software source code of Fortune 500 companies for software patent cases.
* Worked on 19 patent infringement cases with technologies ranging from low-level cellular, to healthcare management, to DSLR camera chips, to video games, to OS, and networking.
* Worked directly with testifying experts and attorneys to advise them on the technical aspects of the case.
* Created documents outlining the specific functional flow along with broader descriptions of the reviewed code.

**Senior Associate**

iRunway, Inc – Austin, TX

*February 2013 – February 2015*

* Investigated and functionally traced software source code of Fortune 500 companies for software patent cases.
* Advised attorneys and testifying experts on the technical aspects of the code.
* Created Claim Charts and other court documents relating to the software review.

**Senior Design Project**

Rockwell Collins – Dallas, TX

*August 2012 – December 2012*

* In a 5-person team, developed a simulation program for the Arc 220 radio and integrated into existing Simon project for Rockwell Collins for aid in automated testing of proprietary Control Display Units.

**Research Assistant**

UT Dallas – Dallas, TX

*September 2010 – December 2011*

* Lead programmer on TI funded project developing real-time object detection and augmented reality displays on Android to demonstrate new TI development platform.

**Personal Projects**

**Check out my portfolio here:** [**arthurklattenhoff.web.app**](https://arthurklattenhoff.web.app/)

**Technical CV:** [**arthurklattenhoff.web.app**](https://arthurklattenhoff.web.app/)**/CV-ArthurKlattenhoff.docx**

**iOS and Android App Development**

[**apps.apple.com/us/developer/arthur-klattenhoff/id1578025738**](https://apps.apple.com/us/developer/arthur-klattenhoff/id1578025738)

[**play.google.com/store/apps/developer?id=Solar+Slug+Inc**](https://play.google.com/store/apps/developer?id=Solar+Slug+Inc&hl=en_US&gl=US)

**Dodeca** – A fast-paced 3D arcade game

* Written in Unity and C# with custom shaders, VFX, and models.

**Dice Rogue** – A rogue-like RPG with dice roll mechanics

* Written in Unity and C# with extensive and robust event system.

**Graphics and Game Engine Development**

[**github.com/aklattenhoff/ProjectFactions**](https://github.com/aklattenhoff/ProjectFactions)

**Project Factions** – A Graphics and Game Engine for RTS-style games

* Designed and developed completely from scratch in C/C++ using only OpenGL and SDL.
* Includes the entire graphics pipeline including GPU data manipulation, shader layer, animations, and asset loading and managing.
* Game engine includes terrain, optimized frustum and ray calculations, pathfinding, collision avoidance, and more.

Education

**University of Texas at Dallas**

Bachelor of Science, Computer Science and Software Engineering

***September 2009 – December 2012***

Technical Skills

C/C++

C#

Unity

Java

JavaScript

TypeScript

HTML

CSS

Firebase

Flutter

Computer Graphics

Android development

iOS development