



Steven Ohmert

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Software Development Engineer • Chief Architect • Founder

- Startup Founder | Team Leader | Technical Design Engineer | Consulting | Entertainment Education | Backend Developer | Frontend Developer | Game Designer | Embedded Systems | Robotics
- Co-inventor on multiple INRIX and GridNetworks patents, showcasing innovation in automotive software and streaming technologies.
- Authored technical documentation and specifications for proprietary frameworks and embedded systems.
- Expert in embedded systems, automotive software, real-time streaming, and cloud-based architectures. Recognized for problem-solving, team leadership, and collaboration with industry-leading organizations.

Technical Expertise

- **Programming Languages:** C, C++, Java, JavaScript, Node.js, HTML/CSS
- **Platforms & Frameworks:** .NET, Kubernetes, React, Android AOSP, Linux
- **Technologies:** AWS, Kafka, Docker, HTTP2, OSGi, Peer-to-Peer Systems
- **Domains:** Automotive Software, Embedded Systems, Medical & Consumer Devices, Real-Time Streaming

Professional Experience

Senior Software Developer | JBS.DEV | Remote to Chadds Ford, PA

April 2022 – June 2024

- Delivered critical components for CarMax's ESB Modernization project using .NET, Kubernetes, Kafka, and Rancher.
- Delivered Front and back end components including an effective multi-format message and notification system for Educational Testing Services "Global Higher Education" platform, using Node.js, AWS, Twilio, and React technologies.

Chief Architect | OPENCAR PLATFORM | INRIX | Kirkland, WA

January 2014 – December 2018

- Directed post-acquisition development of the OpenCar platform, integrating HTML/CSS frameworks for automotive HMIs.
- Extended embedded Linux systems (Xeno) and Android AOSP for seamless integration into head units.
- Developed mapping and traffic applications leveraging INRIX proprietary data and APIs.
- Led collaborations with OEMs like Audi, General Motors, and Volkswagen on API standardization and telematics.
- Innovated Alexa integrations, including HTTP2 support and front-end Alexa UX design per Amazon specifications.
- Contributed to INRIX's patent portfolio, with OpenCar technologies prominently displayed among company accolades.
- Leveraged HTML/CSS/SCSS, Javascript, C/C++, AWS, Alexa, and other technologies.

Chief Architect & Founder | OPENCAR, INC | Seattle, WA

May 2011 – December 2014

- Invented a JavaScript/HTML5-based app framework for automotive use, interfacing with telematics and control systems.
- Built and led a team of five engineers to deliver a robust, multithreaded server environment for embedded Linux and javascript.
- Partnered with Mazda Corp. and Tier-1 suppliers on groundbreaking in-vehicle applications and telematics systems.

Lead Developer | GridNetworks | Seattle, WA

May 2005 – February 2009

- Engineered a peer-to-peer high-definition streaming system, “BitTorrent in real time,” to deliver efficient video streaming.
- Built cross-platform C/C++ client applications with NAT traversal, cryptographic security, and ad-insertion capabilities.
- Developed UPnP streaming solutions for XBOX and led the implementation of dynamic video resolution technologies.
- Secured patents for core technologies and established robust update mechanisms to ensure seamless deployment.

Developer | GUIDEWIRE ARCHITECTURE | Tacoma, WA

March 2009 – April 2011

- Designed proprietary OSGi service stacks and HIPAA-compliant EHR data integration solutions.
- Explored standards like Tolven for electronic health records and contributed to a drug interaction

Early Career Highlights

- **GridNetworks:** Created robust HD video streaming architectures, advancing media delivery technology.
- **Presage Software Development:** Co-founder and Lead Developer; delivering games and applications, original and conversion, including *Lode Runner Returns* and *The Incredible Toon Machine*.
- **Broderbund Software:** Developed original and platform conversion games and productivity applications, including *Animate*, *Spare Change*, and *Ancient Art of War at Sea*.

Additional Experience

- **Guidewire Architecture:** Supportive work in healthcare related domain understanding Electronic Health Record standards, collaborating on a Drug Interaction Database web project, and other projects while company founders concentrated on managing multiple parties under a National Cancer Institute grant to advance consistency in EHR communication.

- **Human Code / Sapient Corp:** Developed scalable multimedia systems and client-server architectures.
- **Torus Technologies:** Designed robotic telescope network systems, blending real-time controls with web-based interfaces.
- **Fluid Entertainment:** Led development of Dundjinni, a successful mapping tool for D&D players.

Education

Self-Taught Programmer | Extensive training through hands-on experience and independent study.

- Courses in FORTRAN and Mathematics, Community College.
- Key texts: *Unix Network Programming* (Stevens), *Design Patterns* (Gamma et al.), *Patterns of Enterprise Application Architecture* (Fowler).

Patents • Publications and Advanced Projects

- Vehicle application simulation environment US 10,671,514 · Issued Jun 2, 2020
- Vehicle profile development US 10,409,893 · Issued Sep 10, 2019
- Grid network for distribution of files US WO2006125225 · Issued May 22, 2006
- *Doc-Holiday Simplifies Javascript/Typescript Project Documentation* (Medium) Feb 23, 2022 (<https://javascript.plainenglish.io/doc-holiday-simplifies-javascript-typescript-project-documentation-5723ac71b0de>)

Additional Profiles

[Intch Profile](#)

[Tremho Berserker Development, LLC](#)

[Steven Ohmert - General Resume](#)

[Github profile](#)