

JAMIE BROWN

Senior Software Engineer | AI-Augmented Development

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SUMMARY

Senior engineer with 16+ years shipping production software in C#, C++, Swift, and Unity, now specializing in AI-augmented development: production LLM workflows, agent orchestration, and MCP tooling. Tech Lead for visualization and control at Luminar Technologies, on a 7-person team of senior and staff engineers building real-time LiDAR visualization for production autonomous driving hardware. Designed, built, and ran an AI-assisted grading and curriculum pipeline over live student work across six college course sections. Co-founded a two-person game studio that reached 8M+ downloads and a No. 1 US App Store ranking.

CORE SKILLS

AI development: Claude Code (agents, skills, custom slash commands), MCP server development, multi-agent orchestration, cost-tiered model routing, evaluation and rubric system design, prompt engineering

Languages: C#, Swift, C++, Python, Java, TypeScript, GLSL

Platforms and tools: Unity, iOS (SwiftUI, UIKit), git, CMake, Conan, Docker, Supabase, REST APIs, Jira, SAgile

EXPERIENCE

Course Director, Software Engineering and UX Design | Full Sail University | Jul 2022 - Sep 2026

- Designed and deployed a production AI-assisted grading pipeline using Claude Code custom slash commands over a database-backed submission and feedback tracker integrated via MCP. Rubric-aware batch evaluation with discipline-specific personas for code and design review. Every output passed instructor review before being written back and delivered to students by hand, because the human pass is where agent work becomes good work.
- Rebuilt six complete courses in three months with an evolving toolchain, adopting better tools as they came online: 99 activities, 24 assignments, and 14 Xcode starter projects (98 Swift files). Anonymous end-of-course survey scored the new materials 5.0/5 on every student satisfaction metric.
- Mapped the FERPA and federal RSI compliance landscape for institutional AI adoption and authored a five-year institutional AI roadmap.

Senior Software Engineer, Tech Lead (Visualization and Control) | Luminar Technologies | Jan 2020 - Jun 2022

- Hands-on engineer for the large majority of the role: designed, built, and maintained real-time LiDAR visualization and control software in C++, C#, and Unity for production autonomous driving hardware, including precision calibration and testing tools that reduced hardware calibration time for manufacturing.
- Progressed from individual contributor to Tech Lead for visualization and control on a distributed 7-person team of senior and staff engineers, running sprint planning, code review, and delivery while shipping code daily.
- Primary technical liaison for Volvo, Toyota, and SAIC. Translated hardware sensor requirements into software specifications and partnered with manufacturing on second-generation Iris sensor production line setup.

Department Chair, Mobile Development | Full Sail University | Jan 2016 - Jan 2020

- Led a team of 10 software engineering instructors and the curriculum for ~12 concurrent iOS and Android courses. Managed hiring, onboarding, and performance development.

Course Director, iOS | Full Sail University | Jan 2014 - Jan 2016

- Built the university's first iOS curriculum, then rebuilt it in Swift two months after the language was announced. Program featured by Apple alongside Stanford in 2015.

Co-Founder and Software Engineer | Category 5 Games, LLC | Jun 2009 - Jan 2020

- Two-person studio, three self-published mobile titles: 8M+ downloads, No. 1 and No. 20 Top Free rankings on the US App Store, and 10 Apple features. Directed the studio's early-2010 pivot to free-to-play ahead of the broader market, making the studio profitable.

SELECTED PROJECTS (2026)

- yt_transcript_mcp:** Swift MCP server turning YouTube video into synthesizable text, on the observation that video is now the slow path for information. Built in one day, in daily use since (github.com/Jamie-DB)
- magenta_pipeline:** Python/OpenCV and Photoshop automation recovering legacy sprite-sheet art for a Unity reboot
- AI-augmented development workflow: case studies, build logs, and a dated tooling audit at jamiebrown.pages.dev

EDUCATION

Bachelor of Science, Game Development | Full Sail University | 2009