

Jonathan Troyer

Senior Software Engineer | Rust, AI & Real-Time Systems

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Software engineer with 7 years of professional experience in defense AI, training simulation, and enterprise applications. Designs and builds systems from requirements through deployment, with a focus on Rust, computer vision, and constrained hardware.

Experience

Overmatch, Inc. | Senior AI Engineer

Mar 2022 - Present

- Sole architect and engineer of VIVID, a real-time target recognition and tracking platform for edge devices that must operate without network access.
- Own requirements, software design, implementation, verification and validation, releases, and field debugging for the platform.
- Built the supporting infrastructure for model training and evaluation.
- Developed Shell AI, a synthetic imagery generator for computer vision training and evaluation.
- Contributed core software to InVeris FATS-AR, an augmented reality firearms training system, using Unity and C#.

Oklahoma Christian University | Adjunct Professor

Jan 2024 - Apr 2025

- Taught game programming in Unreal Engine and Unity, including debugging and software design.

NextThought | XR Developer

May 2019 - Jan 2022

- Built Unity virtual reality training for Oklahoma CareerTech; developed internal business applications in VB.NET and Vue for a large shipping company.

Open Source

nix-takeover | Rust / NixOS deployment tooling

gitlab.com/shepherd-softworks/nix-takeover

- Created a command-line tool and host agent for fleet deployments with staging, explicit confirmation, and rollback. Released a public alpha with integration and end-to-end tests.

Progress Renderer | RimWorld mod

gitlab.com/JonathanTroyer/Progress-Renderer

- Co-developed and maintained a mod with **67,000+ Steam Workshop subscribers**, providing scheduled and on-demand map captures for timelapse videos.

Technical Skills

Languages: Rust, Python, C#, TypeScript, JavaScript, Java, C, SQL, Nix.

Systems: Linux, NixOS, Docker, Kubernetes, CI/CD, concurrent and distributed software.

AI & applications: PyTorch, ONNX Runtime, Ray, MLflow, .NET, Vue, Unity, Unreal Engine.

Education

Oklahoma Christian University | M.S. and B.S., Computer Science | 2019

Outstanding Computer Science Major; 2nd place, Oklahoma ACM ICPC.