

Adam Jarvis

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WORK EXPERIENCE

London Computer Systems

Software Developer

May 2023 – Present

Mason, OH

- Develop and maintain Net Dial Tone (NDT), a VoIP telephone platform built using Asterisk, OpenSIPS, Node.js/TypeScript, C# .NET, Angular, and Kubernetes.
- Designed and developed a configurable state machine for creating complex Asterisk ARI call flows and dialplans.
- Built and refined front-end features for call routing, queues, voicemail, and other telephone-system configuration, including interactive visualizations for complex call flows.
- Added backend API endpoints and business logic, implemented real-time WebSocket communication, and wrote integration and unit tests.

University of Cincinnati Carl H. Lindner College of Business

IT Help Desk Technician (Student Worker)

Jan. 2022 – May 2023

Cincinnati, OH

- Assisted with software installation, network troubleshooting, and hardware, AV, and classroom equipment repairs.

Martin & Associates

Software Developer (Co-op)

Aug. 2019 – Dec. 2021

Cincinnati, OH

- Led the development of integration services connecting ERP and CRM software used by clients.
- Built integrations using C# .NET, REST APIs, Quartz.NET, and ProvideX.
- Worked directly with clients to implement requested product features, resolve integration issues, and provide technical support using BeyondTrust/Bomgar.
- Earned Acumatica ERP and Creatio CRM certifications within 60 days.

Phototype

Application Development Intern

May 2018 – Aug. 2019

Cincinnati, OH

- Helped improve internal business tools by designing reports, organizing documentation, restructuring sales data, refining the CRM platform, and assisting with QA testing.

PROJECTS

Miniature Maps | QGIS, Blender, SolidWorks, Inkscape

Oct. 2023 – Present

- Manually design and publish detailed miniature maps under the Jarvisar name, reaching more than 30K followers and 175K downloads across my published models.
- Create each model through a hands-on workflow of data preparation, modeling, cleanup, and print preparation.

3D Map Creator | Python, Blender, Overture Maps

June 2026 – Present

- Developing a Blender add-on that converts geographic data into 3D-printable miniature maps.
- Automates the generation of terrain, buildings, roads, bridges, trees, water, and surface details using Overture Maps and elevation data, with optional LiDAR building detail. Exports STL or 3MF for multicolor 3D printing.

CityDriver & Coastline | JavaScript, Three.js, Vite, Electron

Aug. 2025 – Sept. 2026

- [CityDriver](#): 3D arcade taxi game with procedurally generated, continuously streamed city environments, dynamic traffic, pedestrians, weather, and a fare/progression system.
- [Coastline](#): endless driving game across seven routes. All terrain, models, and audio are generated in code.

SKILLS

Languages & Frameworks: TypeScript, JavaScript, C#, Python, Angular, Node.js, .NET, Three.js, Electron

Backend & Infrastructure: Asterisk ARI/AMI, OpenSIPS, WebSockets, REST APIs, Docker, Kubernetes, Rancher, CI/CD

3D & Mapping: Blender, QGIS, SolidWorks, Inkscape, Overture Maps, 3D printing

EDUCATION

University of Cincinnati, College of Engineering & Applied Science

Bachelor of Science, Computer Science

Graduated May 2023

Cincinnati, OH

- Awarded Cincinnati Scholarship, Dean's List; 3.5/4.0 GPA