

JACOB MEUSER

Software Engineer

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SUMMARY

Software engineer with experience spanning systems programming, open-source development, and modern web applications. Former official OpenBSD committer with deep experience independently investigating complex technical problems, developing production-quality C code, and debugging hardware/software interactions in a rigorous Unix development environment. Recently completed full-stack development training, complementing systems-level experience with modern JavaScript and TypeScript development.

TECHNICAL SKILLS

Languages: C, C++, Java, JavaScript (ES6+), TypeScript, SQL, HTML5, CSS3

Frameworks & Web: React, Next.js, Redux, Node.js, Tailwind CSS, REST APIs

Data & Backend: Firebase, MongoDB, PostgreSQL, Better Auth

Tools & Environments: Git, GitHub, Unix, Vercel, Vite, GitHub Copilot

EXPERIENCE

OpenBSD Project - Distributed / Remote

Jun 2006 - Sep 2011

Developer / Official Committer (Open Source)

- **Contributed 800+ kernel-level C commits** as an official OpenBSD committer, developing hardware support and device drivers across the audio and USB subsystems in an environment emphasizing rigorous testing, code review, and regression avoidance.
- Collaborated with Theo de Raadt on the design of suspend/resume support for the audio and USB subsystems, contributing subsystem expertise and leading implementation across audio and USB drivers.
- Standardized USB device-detach procedures and diagnosed driver and abstraction-layer bugs from user reports, eliminating kernel hangs and crashes on affected devices; fixes were validated across hardware configurations, including devices unavailable for local testing.
- Developed Intel High Definition Audio driver functionality in C, including recursive traversal of audio widget connection paths to map hardware signal routing.
- Co-developed sndio, OpenBSD's replacement audio API; resolved subsystem and driver bugs to ensure reliable full-duplex operation and ported numerous third-party applications to the new API, helping validate its design and establish the application ecosystem needed for broader adoption.

Self-Employed

Mar 2005 - Present

Independent Artist & Business Owner

- Built and operated an independent business for 20+ years, working directly with clients to define requirements, solve problems, manage concurrent projects, and deliver custom work on deadline.

SOFTWARE PROJECTS

Skintrinsic | Live Demo | GitHub | *React, TypeScript, REST APIs*

- Built a responsive application from Figma designs that accepts webcam captures or uploaded images and integrates REST APIs to return AI-driven skincare analysis.

OpenBSD Device Support Database | Live Demo | GitHub | *Next.js App Router, TypeScript, Prisma, PostgreSQL, Better Auth*

- Built a searchable hardware-support database using TypeScript tooling to extract device data from OpenBSD driver source and scrape supplemental hardware data from web sources, normalizing and querying results in PostgreSQL through Prisma.

Dev Events | Live Demo | GitHub | *React, Next.js, Better Auth, MongoDB*

- Built a responsive application for discovering and sharing developer events, implementing authentication and authorized event creation through a REST API.

EDUCATION & RECENT COURSEWORK

FES Institute

Feb 2026 - Jul 2026

Certificate, Full-Stack Web Development

Shasta College - Redding, CA

Aug 2025 - Dec 2025

Relevant Coursework: C++, Java, SQL, Statistics