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Professional experience

Senior Development Engineer, Technical Producer; 2007-present Rebel Monkey, Inc.

Led technical design and engineering effort on Camp Fu, a web- and Flash-based MMO and social networking site boasting an account base of more than 130,000 users. Designed and implemented J2EE-based server architecture featuring distributed authentication, tiered access to data, and the coordination of a user-facing web application with Project Darkstar game servers to present a unified and secure game experience to players. Implemented versatile Flash animation and avatar customization library in AS3. Established company-wide engineering practices and normalized build procedures to enable integration of dozens of in-house and third-party components.

Senior Software Engineer; 2003-2007 DataSynapse, Inc.

As part of core GridServer engineering team, planned, specified, and developed GridServer distributed computing software over the course of two major releases and multiple update releases. Responsibilities included multithreaded development in Java, C++ (on Windows and multiple variants of UNIX), and C#; coordination with QA and customer support teams; porting C++ and Java architecture to Microsoft .NET platform and leading .NET integration efforts and development of C# API.

Free and open source software

- Associate member, Free Software Foundation, 2003-present
- GNU Guile [<http://www.gnu.org/software/guile/>] - Embeddable Scheme interpreter; contributed standards-compliant threading implementation, misc. patches
- libRUIIN [<http://www.nongnu.org/libruin/>] - Renderer for dynamic user interfaces; lead developer
- SCSS [<http://www.nongnu.org/scss/>] - Cascading stylesheets implementation in Scheme; lead developer
- SDOM [<http://www.nongnu.org/sdom/>] - W3C DOM Level 3 implementation in Scheme; lead developer

Education

Yale University

Received Bachelor of Science in Computer Science, 2003. Relevant coursework includes: Systems Programming & Computer Organization, Cryptography, Design & Analysis of Algorithms, Operating Systems, Compilers & Interpreters, Artificial Intelligence, Computer Networks

Thesis work: *pgc*, an expression language and interpreter for performing calculations related to protein geometry and macromolecular movement

Skills

- 7+ years development experience in C, particularly in UNIX environments
- 6+ years enterprise software development experience in Java, including J2EE and related technologies: Servlets, Spring, JTA, JPA
- 4 years experience in C++, C#, Scheme
- Fluency in Javascript, ActionScript 3, Adobe Flex
- Extensive experience with software build mechanisms: GNU toolchain, Ant, Maven, Hudson, shell scripting (NT and UNIX)
- Detailed knowledge of Web and networking standards, scalability, concurrency, and performance tuning