

RESUME

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SUMMARY

Strong software developer, familiar with a wide range of web and application development technologies, database design, and end-to-end software life cycle management.

- Very familiar with C#, Javascript, HTML/HTML5, CSS, JQuery, MVC, ASP.Net, WebControls, SQL, C/C++, XML
- Strong past experience with audio DSP (digital signal processing), Linux, Unix, device drivers, embedded firmware design, real time programming, and Java
- Extensive domain knowledge around video, h.264, transcoding, DirectShow, DirectX, captions and subtitles, TTML, SCC, SRT, HLS, DASH
- Well-versed in TFS (team foundation services) for source code control, continuous integration, and all aspects of software life cycle management

EMPLOYMENT

Microsoft - June 1997 to July 2014

Senior Software Engineer

- Worked on many aspects of the Xbox Live 1st party video service
- Workflow UI for content ingestion and processing using web technologies and MSSQL
- Tool chain for captions and subtitle ingestion and processing, including a system for doing automated alignment of captions with media (patent pending)
- WPF and WinForms application design of several of the custom internal tools

Software Development Manager, MSDN

- Responsible for all aspects of the MSDN technical web site
- Defined requirements and schedules for editing and publishing tools
- Drew up statement of work (SOW) for external consultants to help build the next generation MSDN publishing platform
- Highly agile team, two week sprints, strong focus on accountability and throughput

Product Unit Manager, Microsoft Television

- Ran the Redmond portion of Microsoft TV
- Worked with cable television technologies and embedded firmware for legacy set top boxes and later on the Microsoft IPTV offering
- With the Microsoft TV CTO Peter Barrett, ran incubation efforts which led to a major Microsoft re-org about Internet television (eLive)

Various previous roles, development manager, development lead, software developer

- Worked on initial release of the PocketPC

- Built publishing tools and utilities for MSNBC

Previous work experience

- Prior to Microsoft, worked on Internet web browsers, Unix and NT device drivers, hardware design, and embedded firmware for various IO devices at Spyglass and Central Data Corporation

TECHNOLOGIES

C#	Strongest development language, Microsoft's main .Net managed language
Javascript	I'm a big fan of this language and of loosely typed languages in general. I use Javascript with jslint and the HTML DOM of course
HTML/HTML5	I've been using HTML since the early days of the web and following its growth closely. The <CANVAS> and <VIDEO> tags are the main areas of HTML5 I've been using
CSS/CSS3	Very familiar with common elements of CSS
C/C++	My roots in C are deep and I'm conversant and productive in C++ as well
XML	It's everywhere these days. I use it from all languages
Java	I learned Java many years ago but at Microsoft obviously focus shifted. Java is very much like C# and switching back would likely be fairly easy
Perl	Another loosely typed language more widely used in the early web
Jquery/AJAX/Knockout	Been doing AJAX since before it was called AJAX. I try to use Jquery efficiently where I understand what it maps to directly in common browsers.
DirectX/DirectShow	Microsoft-specific technologies for 3D rendering and media processing
Linux	I use Centos Linux for my personal web sites (below) along with vi, gcc, tcsh, and all the usual Unix-like tools.

PERSONAL WEB SITES

I run a handful of popular Internet sites:

freecell.net – popular addictive online solitaire (used AJAX long before it was christened AJAX)

jezzball.net – action game using HTML5 <CANVAS> and Javascript

wsolitaire.com – familiar Klondike solitaire with mods to make it 100% winnable

cinco.net – 5 letter word game with knockout.js

LANGUAGES

English, Spanish, Portuguese

EDUCATION

E.E. and C.S. course work at the University of Illinois