Senior Developer

Software Architect

Project Manager

Resume of:

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Work Experience:

Independent
Consultant

January 2010 -
Present

Independent software development focusing on mobile Apps for iPhone, and Android, museum exhibits and web development. Among the more prominent projects: Walmart Sam's Club iOS, Amazon Audible iOS App, CMC Energy data collection Android App, Breaking Bad Graffiti Wall Website, Potty Training iPhone App for Huggies; Gold's Gym Spotter; Perfect Crime App for off Broadway Play, Exhibit software and CMS for North Carolina Nature Research Center; Exhibit software and CMS for Edgewater Hotel; Graffiti Wall Exhibit for Children's Museum of Manhattan, Django & Drupal CMS optimization for the PBS web site pbs.org.

Tools: Swift, SwiftUI, RxSwift, Combine, Objective-C, C++, C#, JavaScript, Java, Kotlin, HTML, CSS, Python, iPhone, Android, React Native, Linux, SQL, Unity, PHP, Node, Google App Engine, Amazon AWS.

CTO,
Lead Developer
SurveyUSA
January 2003 -
January 2010

SurveyUSA is a fully automated pollster that utilizes IVR technology to gather research from over 2 million Americans each year. As CTO and lead developer I led the development of entirely new software and hardware that replaced an antiquated system. This comprehensive system includes UI tools for poll creation, statistical software for analyzing poll results, real time software that runs over 2,000 phone lines and the popular web site that automatically displays polls for public consumption (among many other components).

The new software and hardware allowed SurveyUSA to dramatically expand the number of polls run and lowered the staffing requirements. With the new technology, SurveyUSA has been able to create new products, such as their unique 50 state polling, Presidential Head to Head Pairings and enter new markets such as Inbound Market Research.

The web and desktop portion of the system was developed using Microsoft's .Net (C#) and SQL Server. Telephony software was developed using C++ and the Dialogic R4 layer. I personally developed the multithreaded C++ software that managed hundreds of phone lines per CPU and real-time interaction with respondents.

Team Size: 3-5, typically 2 developers, designer, system administration.

Tools: Microsoft .Net, C#, C++, Flash/Flex, Python, PHP, Amazon Web Services, Windows, Linux, Microsoft SQL Server, MySql

**CTO,
Annotate.net**
September 1999 -
January 2003

Annotate.net developed a browser companion that displayed related links to users as they surfed the web. At its peak Annotate had over one million users. I hired and oversaw a 35 member technical staff and was responsible for the technical design and initial coding of the system (for which a patent is pending). Highlights include a Linux based multithreaded XML/HTTP server (written in C++) that handled more than 80 million queries per day, with it's own custom load balancing, and an authoring system that allowed an editorial staff to update the distributed database (and dynamic web directory) in real time. Development of a Bayesian text classification system for categorizing web pages in real-time. Development and testing of a consumer download that worked in all Win32 environments. Other responsibilities included meeting with the press and investors.

Team Size: We split our development groups into teams of 4-6. I supervised team leads, conducted code reviews and mentored junior developers.

Tools: C++, Python, Windows, Linux, Microsoft SQL Server, Postgres

**President,
Operand
Corporation**
May 1998 -
September 1999

Operand was a custom software developer focused on software for museums and public spaces. As President and founder of Operand I oversaw a staff of 5 developers and acted as technical lead and project manager. Projects included:

Levi's Union Square Flagship Store: Implementation of the multimedia exhibits at Levi's retail showcase in San Francisco. Attractions included a 3D body scanner, a custom browser for accessing Levis.com, and an authoring tool driven digital media video and sound system. Developed using Windows technology, primarily C++.

Team Size: 3 Developers, 1 designer/ graphic artist. Independent vendors for audio and 3D modeling.

Tools: C++, Visual Basic, Flash, Java, Windows, Linux, PHP, Python

**Senior Partner,
Kandu
Incorporated**
January 1989 -
May 1998

Kandu was a custom software developer focused on software for museums and public spaces. As senior partner I led the company from its formation. I served as technical lead and project manager on all the larger projects. In addition, I managed the marketing and business development functions. Kandu developed software for a large number of high-profile projects for clients such as Sony, Nike, Pfizer, Blockbuster, Merk, Merrill Lynch, and Chicago Symphony Orchestra.   At its peak in 1996 Kandu had a staff of 15 developers.

Team Size: Project teams typically consisted of 4-5 developers. Shared resources included a designer, artist, audio engineer and videographer.

Tools: C++, Visual Basic, Flash, Java, Windows, Macintosh, PHP, Python