

**Interests** Working with an energetic team on cutting edge technology.  
- Computationally intensive problems, performance tuning.  
- Emerging hardware, platforms.  
- Large data sets, time critical algorithms, distributed systems.

**Experience** **VMware** San Francisco, CA  
Member of Technical Staff June 2008 - Present  
- Developed for VIX, a VM management and automation SDK in C, shipping two releases.  
- Developed for, and helped ship two releases each of ESX, Fusion, and Workstation.  
- Developed a demo application in C++, presented at VM World Conference 2009.  
- Worked with a 7 engineer team, meeting every milestone with zero bugs.  
- Interviewed candidates for my team, resulting in a positive hire.

**Microsoft Game Studios** Redmond, WA  
Software Development Engineer Co-op Summer/Fall 2006  
- Developed for a game asset pipeline and rendering system in C for the Xbox 360, used in several top MGS titles.  
- Developed for, and helped ship Forza Motorsport 2 for the Xbox 360.  
- Optimized asset build system, improving performance by 150%.  
- Implemented an in-game asset visualization mode to aid level designers.  
- Implemented an in-game live streaming advertisement system into the pipeline.  
- Worked on a 6 engineer team in TnT studios to develop a game pipeline, and with Turn 10 studios to help ship Forza 2.

**Everest VIT** Skaneateles, NY  
Software Development Engineer Co-op Summer 2005  
- Developed a remote management application in C++ for inspection devices, with streaming video, shipped with the inspection device.  
- Developed a tool in C to calibrate inspection devices, used by the engineers to ensure quality of manufactured devices.  
- Developed a tool in C to run stress tests on USB drives and ports on inspection devices, used by the engineers to assure quality of manufactured devices.

**Aetna** Hartford, CT  
Software Development Engineer Co-op Summer 2004  
- Developed an enterprise database system supporting Large Case Pensions, on such accounts as Texaco, Pepsi, etc.  
- Investigated and documented antiquated Sybase system in order to develop replacement.

**Education** **Rochester Institute of Technology** Rochester, NY  
Computer Science and Mathematics Sep 2002 - May 2008

**Qualifications** *Proficient In:* C++, C  
*Knowledge Of:* Python, Java, Visual Basic, SQL  
*Systems:* Linux, Unix, Mac, Windows, Xbox 360  
*Libraries and Tools:* Vim, Emacs, STL, DirectX, OpenGL, L<sup>A</sup>T<sub>E</sub>X, MatLab, GCC, GDB, Xcode, Visual Studio