



## Summary

Accomplished software engineer with decades of industry experience. Has extensive track record of conceptualizing, designing, and developing highly complex systems of software. Proven ability to work independently in ambiguous contexts and/or to lead small groups of focused engineers to meet/exceed their goals. Has demonstrated highly effective written and oral communication abilities.

## Skills

- Disciplines: Object-oriented techniques, multithreading, real-time systems, performance optimization, video standards/codecs/effects
- Methodologies: Agile Development, Scrum, XP
- Languages: C, C++, FORTRAN, LISP
- Operating Systems: Windows, Mac OS X, Unix
- Environments: Visual Studio, Xcode, gdb
- SCM: ClearCase, AccuRev
- Tools: UML, VTune, UMDH, OS X Instruments
- APIs: Windows SDK, Posix, Mac OS Toolbox, GDI, Qt, OpenGL, HOOPS

## Experience

Senior Computer Scientist, Adobe Systems Inc. January 2012 - Present

- Developed infrastructure for cloud-based collaborative media creation and distribution.

Senior Principal Software Engineer, Avid Technology Inc. June 1994 - December 2011

- Led effort to add hardware and software support for stereoscopic video to a real-time media engine.
- Designed and implemented support for real-time processing of RGB 4:4:4 and 16-bit video in hardware and software.
- Addressed performance issues for customers on-site and managed the ongoing relationship to the customer's satisfaction.
- Led the development of real-time media engine software for Firewire-attached video processing hardware.
- Performed technical lead role for company's first NLE release with software real-time video effects.
- Acted as technical lead of the development of company's first software-only non-linear editor, Xpress DV.
- Designed and implemented device abstractions supporting the integration of a hardware 3D DVE into a non-linear editor.
- Collaborated with small, focused team to develop software for early dockable hard-disk support for the Ikegami EditCam.
- Led the development of a flexible, portable, and scalable media stream management subsystem.
- Extended and enhanced the core media database management subsystem supporting multiple internal customers.

Principal Software Engineer, Computervision Corp. June 1986 - May 1994

- Designed and implemented CAD-specific features for an object-oriented graphics pipeline and API.
- Developed constraint solving algorithms for a parametric mechanical assembly modeler.
- Designed and developed portions of the first feature-based modeler to be introduced to the CAD industry.
- Developed topological algorithms for solid modeling.
- Designed and implemented advanced surface design features.



## Education

B.S. Computer Science, Rensselaer Polytechnic Institute  
Concentration in Mathematics

August 1982 - June 1986