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# GARY ARNOLD

[garnold@garyarnold.com](mailto:garnold@garyarnold.com)

Novato, CA

SR. SOFTWARE ENGINEER / TEAM LEAD

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**Objective** To build teams and products I can be passionate about.

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**Skills**

<b>Software Engineering</b> Over 15 years experience working in multi-language, multi-platform environments.	<b>Certified Scrum Master</b> Experience using Scrum and Agile methodologies and tools to improve the engineering process.	<b>Project Leadership</b> Proven ability to lead and manage a cross-functional team to meet demanding deadlines.
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**Technical**

PHP / Javascript	C/C++ / STL	GCC / Eclipse / Netbeans
Python	OpenGL	Linux / LAMP stacks
git / svn / Perforce	Mobile / Appcelerator (personal)	System administration/architecture

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**Experience**

<b>Betfair US</b> Senior Software Engineer / Team Lead	April 2010 - Present
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Led front end team in development of TVG and Betfair US horse racing wagering websites, implemented with PHP, Javascript, jQuery, Zend, memcache, and Redis on top of a CentOS-based LAMP stack. Both projects utilized SOAP and REST APIs for backend data access and advanced caching to reduce API load. Redis, advanced PHP instrumentation using Graphite and StatsD, and continuous deployment features of the project were literally the envy of Betfair's London headquarters. As the first engineering hire, I helped set up the entire development environment, using open-source solutions as much as possible. Source control via git, CI/CD using Hudson/Jenkins, TDD using PHPUnit and Jasmine for JS unit testing, and Jira and a physical task board for story/task and bug tracking.

Development duties included working in various levels of the application stack, from cluster architecture and Apache configuration to PHP and JS engineering and debugging -- wherever I was needed, I was there. Leadership duties included daily engineering management (and necessary engineer/manager hat-swapping), scrum mastering, negotiating with product owners and project managers, and generally navigating the engineering ship through dangerous waters.

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<b>Forterra Systems</b> Senior Software Engineer / Eng Lead	April 2005 - December 2009
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Led teams in the development of the OLIVE (Online Interactive Virtual Environment) platform, a 3D virtual world used for simulation, training, and collaboration. Implementation included terrain storage and rendering system, integration with external distributed systems, vehicle physics and collision system, damage models, environmental audio, medical simulation, and privacy protection. Developed in Windows for distributed deployment on Linux and Windows systems with cross-platform C++ source code using the STL and Boost libraries and OpenGL rendering.

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**Transmeta**  
Software Engineer, Applications Engineering Group

March 2002 - April 2005

Developed application for monitoring and comparing the runtime activity of Windows applications, graphically displaying an application's DLL, driver, and Win32 API calls. Used various tools for reverse-engineering OSes and applications to solve customer issues with Crusoe and Efficeon chip compatibility. Managed multiple brand-name computer manufacturer accounts for Applications Engineering Group. Responsible for timely, accurate resolution of all problems brought to the AE Group by these customers.

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**Sonicity**  
Senior Software Engineer

January 2000 - November 2001

Created a system to allow users to remotely manage media streams and distribution servers using JSP/Servlets, Perl, and TCL for Windows and Linux. Wrote Windows Media Server and Microsoft ISA Server plugins for user authentication, event logging, stream and process monitoring and control. Assumed project management of several key Sonicity products. Duties included managing small programming team, making product design decisions, as well as actual programming of product components.

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**Visual Concepts Entertainment**  
Senior Software Engineer

December 1998 - December 2000

Audio system implementation for four flagship products - NFL2K, NBA2K, NFL2K1, and NBA2K1. The audio systems consisted of an expert system commentary engine, crowd reaction simulation, and general sound effects. Several data conversion and asset management tools were written in Perl to help manage over 20,000 individual audio assets.

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**LifeLike Productions, Inc.**  
Senior Software Engineer / Project Lead

March 1997 - December 1998

Member of three programmer team in C++ development of ArmyMen 3D, a realtime 3D action/strategy game for PlayStation. Designed and implemented optimized assembler graphics pipeline, including internal file format and data structure specification. Project lead in updating the code base of LifeLike's Sony PlayStation marketing titles.

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**Presage Software Development**  
Senior Software Engineer / Project Lead

May 1994 - March 1997

Project lead in conversion of Hexen: Beyond Heretic and Might and Magic: World of Xeen from DOS to Macintosh. Team member in one-week port of Quake to Macintosh, and in development and design of Lode Runner II, a multiplayer puzzle/action game.

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**Advanced Software Technology**  
Software Engineer / Systems Engineer

May 1991 - October 1993

Developed several vertical-market software packages in Microsoft Access. Oversaw installation of IBM RS/6000 client/server network. Repair, upgrade, and maintenance of on-site and off-site computer systems for clients.

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*Education*

University of California at Berkeley - Berkeley, California  
1989-1993

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References available upon request

Gary Arnold — [garnold@garyarnold.com](mailto:garnold@garyarnold.com)

By the way, this resume is under version control with git. Booyah!

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