
GARY ARNOLD

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Novato, CA

SR. SOFTWARE ENGINEER / ENG LEAD

Objective To lead a group of engineers in the creation of a great team and awesome software.

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

<i>Technical</i>	C++	Ruby	GCC / Visual C++ / Eclipse
	STL	Perl	Windows XP
	Python	Perforce / Subversion	Linux

<i>Experience</i>	Forterra Systems	2005-2009
	Senior Software Engineer / Eng Lead	
	Led teams in the development of the OLIVE (Online Interactive Virtual Environment) platform. 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.	

Transmeta

2002-2005

Software Engineer, Applications Engineering Group

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.

Sonicity

2000-2001

Senior Software Engineer

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.

Visual Concepts Entertainment

1998-2000

Senior Software Engineer

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.

LifeLike Productions, Inc.

1997-1998

Senior Software Engineer / Project Lead

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.

Presage Software Development
Senior Software Engineer / Project Lead

1994-1997

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.

Advanced Software Technology
Software Engineer / Systems Engineer

1991-1993

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.

Education

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

References available upon request

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