

Objective

Work hard. Play hard.

Skills

Languages: C/C++, Perl/XS/CPAN, Apache x.x/mod_perl, SQL, Unix Shell Scripting

Computer and OS: Linux (Debian, Red Hat); BSD (Open, Free); Windows; Mac OS X; VMWare

Database; SCM; Tools: Informix, PostgreSQL, MySQL; Git, Perforce, Subversion, CVS; GCC

Misc: Agile/Scrum; Object Oriented Programming; HTTP/Web technologies

Experience

- **Everest Gaming** Cambridge, MA
Software Engineer (Poker Gaming Division) *Mar. 2011 – Present*
 - Maintain, bug fix, extend high performance Linux based online poker back-end servers
 - Keeping scalable, stable, and secure
 - With 135,000 lines of code (130,000 C/C++, 5,000 Informix SQL/SPL)
 - Infrastructure & system improvements
- **Everest Gaming** Cambridge, MA
Software Engineer (Backend Division) *Nov. 2009 – Mar. 2011*
 - Primary back-end infrastructure developer for one of the European market leaders in online poker and casino games
 - Migrated Perl applications to our runtime environment which has saved significant time, resources and money
 - Reduced the time and complexity of application deployment across all environments and departments
- **Opus Healthcare Solutions** Austin, TX
Software Engineer (Development Department) *May 2007 – Aug. 2008*
 - Implemented features and bug fixes for the 2.2 release of the Clincials application (patient documentation and order management)
 - Report migration: assisted the technical lead during the development of converting existing medical reports from Crystal Reports to PrinceXML
 - Deployment infrastructure improvements
- **Polycom** Austin, TX
Contractor (Engineering Department) *May 2006 – March 2007*
 - Developed (Accurev) triggers the entire engineering department rely on for daily peer code reviews
 - Designed and rewrote build scripts with a plugin-based architecture for parallel project handling
 - 2004, 2005 summer intern – software & hardware testing, system monitoring, and lab maintenance

Education

- **University of Texas - San Antonio** San Antonio, TX
Bachelor of Science in Computer Science *Fall 2003 – Fall 2006*
 - Attended 2.5 years pursuing a degree in Computer Science