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OBJECTIVE

A computer engineering position with a focus in top-down design, systems programming, and open source collaboration.

EDUCATION

Bachelor of Science, Electrical Engineering and Computer Science
University of California, Berkeley, CA, December 2008

SKILLS

- *Programming Languages*: C, C++, Python, Perl, Autoconf, Makefile, Bash scripting, Ruby, C#, Java, MIPS assembly, Lisp/Scheme, SQL, HTML, JavaScript, CSS, PHP
- *Operating systems*: Proficient at using and developing on most Unix (Linux, Solaris, FreeBSD, OS X) and Windows platforms
- *Frameworks*: Glib, GTK+, Win32 API, POSIX, pthreads, Core Foundation, J2EE
- *Spoken Languages*: Fluent spoken/written English and French, basic spoken/written Japanese.
- Strong system and network administration skills for Linux and a deep understanding of Linux distribution design from the ground up, from kernel to package system.
- Also studied concepts relating to artificial intelligence, low-level network design, very basic CPU design in software.

EXPERIENCE

Member of Technical Staff

January 2009 - present

Product Infrastructure Team, VMware, Inc., Palo Alto, CA

With my team, designed and wrote both client, server, and consumer API for a generic web updater framework for all VMware products, implemented in C using many open source libraries (cURL, c-ares, Glib, and OpenSSL.) The framework leverages platform-specific installer backends on Windows, Linux, and OS X, while providing a single unified API. This project made its debut in VMware Workstation 7.0 and VMware Fusion 3.0.

Also continuing maintenance of Linux Easy Install (see below.)

Network Manager

August 2007 - January 2008

Berkeley Student Cooperative, Berkeley, CA

Managed internal network infrastructure, firewall, routing software, Internet connection, and file servers for a house of 120 residents. Responsibilities include tasks from low-level (reinstalling broken Ethernet ports) to high-level (managing network QoS and traffic-shaping using Linux software.)

Intern

Summer 2007

Product Infrastructure Team, VMware, Inc., Palo Alto, CA

Linux Easy Install: A feature for VMware products that enables people to simply insert an installation CD for a Linux distribution and instantly create a virtual machine containing that operating system without any hassle. Instead of forcing the user to download a pre-baked virtual machine image, the distribution's unattended installation mechanisms are leveraged to allow quick deployment. Ubuntu and Red Hat-based distributions were the focus of this effort.

Intern
Accenture Technology Labs, Palo Alto, CA

Summer 2006

Business Event Advisor: Project for reading RSS feeds, parsing them, and coming to conclusions using NLP algorithms applied to information in the feeds. Backend development in Python, native frontend development in Visual Basic / C# .NET, and development of a completely new portal-based, webservice-backed frontend in Java.

Intern
Sun Microsystems Labs, Menlo Park, CA

Summer 2005

The Magic Wall: Windows/Linux development in C++ to use data from a rotating laser to turn a 'projector wall' of networked Linux computers into a touchscreen.

Intern
Rackable Systems, Inc. (now SGI, Inc.), Milpitas, CA

Summer 2004

Designed and performed benchmark suites to measure the performance of high end server hardware on the Linux platform. Also wrote a database-backed system for tracking such results and correlating them to system specifications.

Volunteer Developer
The Debian Project (www.debian.org)

2003 - present

Putting together software packages for the Debian GNU/Linux distribution, involving knowledge of Make, shell, C, and Perl, and understanding OS infrastructure written in those languages. Also collaborated in writing the Debian Installer's network interface management code.

REFERENCES

Available upon request.