

Software Development

Development in C/Objective-C: tools, algorithms, storage, computation, optimization, search, programming language development, automated testing, UX/UI design & prototyping, OS internals and computer architecture.

Developed a full stack environment, front to back in C, with a multi-threaded, MVCC, NoSQL Database with location-based components, used for REST apps. Licensed by Apple and others.

Experience

Apple, Cupertino, CA 2019-Present
Software Developer, Proactive Intelligence

Software Developer & Consultant, Millburn, NJ 1989-2019
Developed and Designed custom tools and commercial apps (core language C):

3 custom programming languages & interpreters • advanced Mail Server software • a message-based multi-threaded simulation engine w/lock-free data structures for shared memory parallel processors • an Apache CGI-App gateway • a Content Management System

MillburnMac.com, Millburn, NJ 1989-Present
Founder, Technical Support Consultant — Worked with Consumers and Businesses.

InterActions Media, a division of NCI Advertising / Publicis, New York, NY 1999-2002
Co-Founder, VP Development — Created and managed 25 projects, peak team size of 10 people. Software for education, marketing, games, contests, surveys, and secure data collection.

Ehrlich Multimedia / Times Mirror Multimedia, Park Ridge, NJ 1993-1995
Developed Interactive CD-ROM titles and custom tools.

Graphex Imaging Systems, Yonkers, NY 1991-1993
Computer graphics & tools, ported C source for a PostScript RIP from Windows to Mac OS & Unix.

Symantec / Peter Norton Product Group, Santa Monica, CA 1991
Consultant — Developed components and tools for The Norton Desktop for Windows 3.

Citicorp / Transaction Technology, Inc., Santa Monica, CA 1989-1991
Consultant — QA for Bank ATMs. Took the initiative to develop a Goal-Seeking programming language & interpreter to model ATMs. The interpreter generated robot code to test ATMs.

Digital Equipment Corporation, Boxborough, MA 1985-1989
Automated Computer Architecture Verification software for CISC and RISC CPUs. Developed test strategies, methods, and Monte Carlo models for register files, instruction order, and floating point.

Education

University of California, Los Angeles, CA 1989-1991
Advanced to Candidacy for a M.S. in Computer Science (ABD), GPA 3.71, Computer Architecture, Fault Tolerant Computing, & Parallel Simulation. Developed a multi-threaded simulation engine for a Shared Memory Parallel Super Computer (akin to MPI). ACM Programming Team.

University of Massachusetts, Amherst, MA 1981-1985
B.S. in Computer Science, GPA 3.92, elected to Phi Beta Kappa, Cum Laude
Dean's list every semester & an Alumni Scholar. Operating systems, numerical computation, and computer graphics. Graduate TA my last semester for a course on assembly language.

Interests

Community theater and a cappella. I have performed on radio, television, and film.
The Internet Movie Database: <https://imdb.com/name/nm4774372/>