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SUMMARY

I'm a software generalist and an experienced technical lead. I'm self-motivated, communicate well, and enjoy solving difficult problems. My background is primarily in native software development across a variety of languages and platforms, and I've recently taken an interest in realtime 3D rendering and its associated technologies and methodologies.

EXPERIENCE

Contractor, Turtle Beach Inc. | Feb 2024 – Present

- Rotating between mobile, desktop, and firmware teams implementing features, fixing defects, and mitigating risk.

Study Sabbatical | Sept 2022–Feb 2024

- Self-motivated focus on realtime 3D rendering, C++, and other areas of personal interest.

Principal Software Engineer, Turtle Beach Inc. | Feb 2020 - Sept 2022

- Developed and launched multiple cross-platform applications for iOS, Android, Windows and macOS using C#/Xamarin, with native components written in Objective-C, C++, Swift, and Java.
- Worked closely with Engineering, Product Management, and Key Stakeholders to define program requirements, deliverables, and schedule.
- Lead a team of six engineers. Responsible for architecture, code contribution, code review, and mentoring junior engineers.

Consultant, Turtle Beach Inc. | Jun 2018 - Feb 2020

- Lead software development for in-house and offshore development teams.
- Developed and maintained existing applications resulting in multiple on-time product releases.
- Pioneered next-gen software architecture using C#/Xamarin.

Senior Software Engineer, Innovation/PLT Labs, Plantronics Inc. | Oct 2016 - Jun 2018

Software Engineer, Innovation/PLT Labs, Plantronics Inc. | Oct 2012 - Oct 2016

- Lead software development for Innovation & New Ventures – a multidisciplinary team exploring new ideas and technologies.

- Contributed to company strategy and product roadmap development. Created conceptual prototypes, early product development feasibility studies, and strategic partner integrations.
- Responsible for creating pilot program software, demo applications, device SDKs, partner technology integrations, and sponsoring hackathons.

Software Engineer, Biometrics, AOptix Technologies Inc. | Jul 2011 - Oct 2012

- Ported and optimized core iris & face image processing algorithms from Linux/C++ environment to iOS/CoreImage/CoreGraphics.
- Created and skinned native iOS app, using CoreImage and OpenCV for real-time iris & face finding functionality.
- Specified & implemented 30-pin MFi communication protocol.
- Refactored app into standalone SDK for customer integrations.

Founder, MKD Software LLC | Jun 2001 - Jul 2011

- Developed free and commercial applications for Mac OS X.
- All operations performed by myself, including application design & development, sales & marketing, web & sales backend, and customer relations & support.
- Most application code written with Objective-C/Cocoa, with smaller components written with C/Carbon.
- Several titles enjoyed widespread public use and commercial success.

EDUCATION

- B.S. Computer Science, 2011 – University of California, Santa Cruz

ENUMERATED SKILLS

- Math and applied CS theory
- C++, Objective-C, C, C#
- Realtime 3D rendering, OpenGL, GLSL
- iOS, macOS, Linux development
- HW/SW integration
- Git, CI, CMake
- Excellent written, oral, and interpersonal skills