Mark Sherman

2115 SE 72nd Ave, Portland OR 97215
831.320.6209
markxyzsherman@gmail.com

Seeking a position in ...

Systems Engineer

Software Engineer experienced in developing and maintaining release engineering environments. Ten years experience developing and maintaining software tools to support source code management, product and patch creation, quality control, testing and verification of various Unix products on multiple platforms. Excellent communication skills. Effective in team environments. Team lead for worldwide teams.

Technical Skills

Platforms: Solaris Unix
Languages: Perl, SH, KSH, CSH, c, assembler, Pascal
Tools: Teamware, CVS, buildpatch, Hudson, Ant, Mercurial, Git, Subversion

Professional Experience

Mathematics High School Teacher

Mt. Hood Community College – High School Services   2011 - present
    Taught algebra at all levels
    Taught geometry at all levels
    Developed self taught learning lab/independent study.

Software Release Engineer   2013 – 2014
TextPlus – Marina Del Rey. California
Responsible for development and support continuous build environment and build scripts.
- Developed CI build under Jenkins
- Redesigned and implemented new build scripts for mobile app
- Monitored backup systems
- Supported and enhanced various build team build scripts
- Created and maintained documentation on build processes

Software Release Engineer   **1998** – 2008
Sun Microsystems, Santa Clara, CA
Responsible for development and maintenance of distributed build environments for OTP and SunCluster port to Linux. Responsibilities included:
- Lead release engineer for multiple development teams distributed worldwide
- Creation of patch environment for released Open Telecommunications Platform 2.0 product
- Migration of source code repositories from Teamware to Mercurial
- Creation and support of build environments in Europe, India, and the US
- Creation and documenting release engineering processes
- Training and support for development of release engineering environments

- Implementation of new build structure using Ant
- Implementation of consistent processes and tools to support development integration into a variety of repositories
- Automate build tools to ensure all build systems worldwide are synced daily and operational
- Initial evaluator for release engineering bugs for Open Telecommunications Platform
- Updated and created bug tracking structure using Bugster db for maintenance gates
- Design and code build and patch tools

Software/Release Engineer   2000 – 2007
Sun Microsystems, Menlo Park, CA
Responsible for development and maintenance of build environments, patch tools, training, and support of multiple teams in Prague and Menlo Park.
- Designed dual gate patch creation processes and tools for Solaris 10 Update 4.
- Developed patch audit tools and integrated them into patch build environment.
- Increased the number of patches that could be cut per person per day saving one or two full time resources.
- Automated Solaris patch build environments to allow for daily patch creation with no down time or delays.
- Created patch audits to reduce and eliminate patch creation errors.
- Lead release engineer for Solaris 9 update 6.
- Created patch gates for SunMC products 2.51,3.0, 3.1 and 3.5.
- Draft White Paper on streamlining feature gate management – implemented in Solaris 10 U4.
- Lead of the tech committee
- Mentor to distributed teams new staff members

Buildmaster   1998-2000
Sun Microsystems, Menlo Park, CA
Responsible for the building of Solaris compilers, debuggers, assemblers, make, sccs, libC, math libraries and compiler patches. Restricted engineer for the Merced (Itanium) x86 project.
- Buildmaster and source code manager for Merced (Itanium C compiler).
- Buildmaster for Solaris Compiler Tools
- Patch gatekeeper for Solaris Compiler Tools
- Developed automatic build and package of source code for Solaris product deliveries
- Lead buildmaster and technical lead
- Designed automated Docs build environment integrating java help sets into nightly builds
- Redesigned build environment to reduce build times by 40%
- Delivered tools builds on time

Systems Programmer   1986- 1990
Bank of America, San Francisco CA
- Operating systems programmer.
- Responsible for the maintenance and support of a customized OS and serial communications system. Provide fail safe 24/7 operation.
- Manage store and forward services with full backup and recovery support.
- Designed and implemented real time message switch testing system used by 7 key corporate divisions.
- Enhanced end of day/months audits.

Systems Programmer   1984 – 1985

Badger Meter, Richmond CA
Developed custom operating system and test software for various telcos. Software provided some of the first remote testing of telephone wires, pinpointing breaks in lines. Hardware and software were developed in house.

Math and Computer Science Junior High Teacher
Salinas Union High School District   1997 – 1998
- Taught 7th grade introduction to computer technology
- Developed self paced computer programming course
- Developed curriculum for video and robotics

Gilroy Unified School District   1994 – 1997
- Taught 7th/8th grade pre-algebra
- Designed and taught 7th grade computer literacy course

Alum Rock School District   1993 – 1994
- Taught 6th, 7th, 8th pre-algebra courses

Pajaro Unified School District   1991 - 1992
- Designed and taught 3rd and 4th grade computer literacy course

Software Engineer   1979 – 1981
Development project to build a mainframe with multiple CPUs utilizing shared memory and local memory.

President Prunedal Mutual Water Company   2001 – 2005
Managed small water company. Insured compliance with county, state and federal regulations to deliver safe drinking water to one of the largest water systems in Prunedale California. Grade III water operator, responsible for tank, well, and distribution lines. Wrote monthly newsletter. Performed scheduled water tests. Wrote grants for water system upgrades and pilot projects.

Education and Training
Computer Science Instructor   1986 – 1987
San Francisco City College
Taught structured programming.
San Diego State University   1981 - 1982
Taught various programming courses

Education and Training

San Diego State University	Computer Science Masters Program	1981 - 1982
University of California, Irvine	BS Information and Computer Science	1977 - 1979
Santa Monica City College (Harvard by the Sea), California		1974 – 1977
San Francisco State University	K-8 Teaching Credential	1990 – 1991

References available upon request