

Patrick Anderson

Senior Software Engineer

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Summary

Use symmetry and implicit patterns to enforce clear resource contracts.

Minimize code size and complexity. Eliminate redundance. Orthogonalize.

Use pass-through design to simplify automation and reduce maintenance.

Create tools to let users easily make and alter the software they want.

Experience

Senior Software Engineer at Sling TV

May 2016 - March 2018 (1 year 11 months)

- Redesign and rewrite parts of their overly complex C++/lua video player.

- Triage and repair problems with threading, resource locking, scheduling.

Senior Software Engineer at RackWare Inc.

December 2013 - November 2015 (2 years)

- Extend, solidify and simplify file-based imaging suite using C++, Batch, Bash.

- Script the build, package, verify, install, test and report using git, Jenkins.

- Automate VM lifecycle management on vSphere, KVM, XEN through virsh and others.

Senior Software Engineer at StorageCraft Technology Corporation

October 2008 - October 2013 (5 years 1 month)

- Write caching VHD and VHDX plugins in Object-Oriented-C on Windows, Linux, OS X.

- Extend cross-platform, block-based imaging suite using Emacs Lisp, OO-C and C++.

- Integrate VMware VDDK libraries for VMDK and ESXi targets using C++ and REST.

- Write skeleton snapshot driver for HFS+ on Mac OS X using C and Xcode.

- Automate build system to compile, sign, package, verify and report.

- Develop simple C framework to overcome Windows installer limitations.

President

August 2005 - October 2008 (3 years 3 months)

- Begin basic Linux application development with Emacs, gcc, gdb.

- Begin basic Android application development with Emacs, Java.

- Design ecology simulation to compare economic model efficiencies.

- Develop autolink website with WYSIWYG "pass through" markup using XHTML and CSS.

Design JIT package manager for 'GNUUnix' to install and execute advertised features.
Write Intra Owner Trade Agreement as a GNU GPL for the physical realm.
Used C, C++, XHTML, CSS, JavaScript, BASH, Emacs Lisp, gcc, gdb, Java.

Software Engineer at Altiris

August 2000 - August 2005 (5 years 1 month)

Write thin library to automate resource management and simplify Win32 API.
Design "pass through" interfaces to increase performance and decrease maintenance.
Extend, debug and repair Windows device drivers used to read/write hardware settings.
Write W32 Service to remotely control and report computer settings.
Write simple HTTP and IMAP clients to send commands, and parse results.
Write self-extracting installer conforming to "Add/Remove Programs" guidelines.
Write dynamic virtual file system for incremental backup to removable media.
Write some simple stored procedures against MSSQL.
Used C, C++, XHTML, DDK, Visual Studio, MSSQL.

Software Developer at Novarad

August 1999 - August 2000 (1 year 1 month)

Integrate DICOM transport and JPEG2k compression into medical imaging client.
Design predictive caching SCSI robotic tape archiver.
Used C, C++, TCP/IP, Visual Studio

Software Developer

July 1997 - August 1999 (2 years 2 months)

Develop UDP/IP packet generator and simple sniffer for IR network.
Develop network logon provider using SSPI and Blowfish encryption.
Help develop write-protection for Windows 9x filesystem and registry.
Extend compressing RAM paging driver and keyboard filter VxD.
Used C, C++, TCP/IP, DDK, Visual Studio

Computer Programmer

June 1996 - June 1997 (1 year 1 month)

Develop Flex/Bison regexps, BNFs and glue code to import motion capture data.
Develop other tools to simplify and automate motion data transforms.
Use matrix mathematics and spline approximations to smooth sparse data.
Used C, C++, Visual Studio

Computer Programmer

February 1996 - July 1996 (6 months)

Track and fix application bugs in educational software.
Help write printer driver to translate between Postscript, PCL, PDDP.

Used C, C++, TCP/IP, Visual Studio

Education

Brigham Young University

Bachelor of Science - BS, Computer Science, 1995 - 1998

Activities and Societies: Independent C/C++ tutor. Teacher's Aid for "Discrete Structures and Combinatorial Mathematics" I and II.

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