

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, rewrite and repair the core of their in-house C++/lua video player.

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

- Create and manage Jenkins jobs to automate the build and run some tests.

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 and Android development.

- Write static website generator with autolink and "pass through" markup using XHTML and CSS.

- Use this tool to enforce strict term definitions for comparison of economic models.

Develop a new Mode of Production implemented through Intra Owner Trade Agreement (IOTA).

Software Engineer at Altiris

August 2000 - August 2005 (5 years 1 month)

- Write thin C++ 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 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.

Software Developer at Novarad

August 1999 - August 2000 (1 year 1 month)

- Integrate DICOM transport and JPEG2k compression into C++ medical imaging client.
- Design predictive caching SCSI robotic tape archiver and begin C implementation.

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 in C using SSPI and Blowfish encryption.
- Help develop write-protection for Windows 9x filesystem and registry.
- Extend compressing RAM paging driver and keyboard filter VxD using MS DDK.

Computer Programmer

June 1996 - June 1997 (1 year 1 month)

- Develop parsers and C++ 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.

Computer Programmer

February 1996 - July 1996 (6 months)

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

Education

Brigham Young University

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

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

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