

Mark Jaffe
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SUMMARY

Over twenty five years experience developing and releasing solutions for productivity. Successfully held major contributory roles in technical, business and entertainment industries. System and application software troubleshooter, from concept to final product release.

STRENGTHS

- Extensive technical knowledge of application development and O-O design methodology
- Broad spectrum of experience in hardware and software integration
- MacOS, UNIX and Linux development
- Graphics & Animation background
- Active advocate of open-source community

ACCOMPLISHMENTS

Career highlights include a long history of successful completion and delivery of stalled (flawed design or incomplete implementation) projects:

- Key member of team developing category-defining network appliance
- Saved over \$500K in life-cycle costs through implementation of open-source solution to source-code control
- Saved 45 minutes off deployment time of new build to Web servers for online-contact-management service through automated scripting
- Developed and implemented mini and large scale software for film animation effects.
- Worked with high-resolution imaging software to prepare three-dimensional animation scenes, special effects and multi-pass overlay sequences for the feature films "TRON," "Looker" and "Real Life."
- Created real-time operating system for minicomputer to control remote-data-acquisition from off-shore oceanography experiment

TECHNICAL SKILLS

- **Languages:** C / C++/ Java / FORTRAN, Perl/Tcl/Python, HTML/XML
- **Operating Systems:** MacOS 3-9, MacOS X, Linux, Solaris, BSD UNIX, Windows 9x, NT, 2000
- **Hardware:** Apple, Perl/Tcl/Python, IBM/Compatibles, IBM RS/6000, SGI, Sun, and Apollo
- **Additional Tools & Skills:** InstallShield, InstallAnywhere, Wise InstallMaker/InstallBuilder, NT/*nix shell scripting, BEA WebLogic deployment structures, ANT build technology
- **Language skills:** fluent in French; working knowledge of German, Italian, Spanish, Russian

PROFESSIONAL EXPERIENCE

Release Engineer, Open Source Applications Foundation (OSAF) Feb 2004 – Aug 2004

Non-profit developing open-source PIM product

Principle engineer in the following areas

- Integrate diverse open-source projects into source code-base
- Documentation and Release of development stages of product.
- Online content related to product development issues.

Senior Member, Applications Staff (Company Name withheld) Jul 2003 – Nov 2003

Nationwide Telecommunications company

Principle engineer in the following areas

- Implemented the use of open-source CVS source-code control
- Documentation and Standards for use of source-control for Web development projects.
- Training and Support of engineering team in transition efforts.

Build/Release Engineer, Ejacent, Inc. Sep 2002 – Dec 2002

UNIX developer of server-management solutions

Responsible for improving and documenting Build/Release process.

- Solaris development and deployment environments
- shell scripting
- CVS repository setup and administration.
- Java/XML tools, ANT, Python.

Build/Release Engineer, STRATEGIC BUSINESS RESOURCES, Jun 2002 - Aug 2002

Implementer of Web-based classroom collaboration environment

Responsible for setup and tutorial for source-control and improving and documenting Build/Release process.

- Windows/Solaris development and deployment environments
- shell scripting
- CVS repository setup and administration
- Java/XML tools
- ANT
- Resin deployment.

Build/Release Engineer, ETURN COMMUNICATIONS, INC. Mar 2001 - Nov 2001

Web-hosted contact management solution

Responsible for improving and documenting Build/Release process.

- Windows/Solaris development and deployment environments,
- Solaris & NT shell scripting,
- CVS repository setup and administration.
- Java/XML tools
- ANT development
- BEA WebLogic deployment.

Manager, Build/QA, FUTURISTICS LABS Jul 2000 - Mar 2001

Web Analytics solutions for large-scale web clients

Responsible for staffing up and managing the build and QA teams.

- WinNT/Linux environments
- CVS repository setup and administration.
- Perl, shell scripting.

Build/Release Tools Engineer, RICOH SILICON VALLEY Mar 1998 - Jul 2000

Network appliance for document storage/retrieval

Responsible for setup and support of build environments and source control for full life-cycle of eCabinet network appliance. Architected installation process and hand-off to QA.

- FreeBSD/Linux/Windows environments
- CVS repository setup and administration
- Perl, bourne & bash shell scripting
- C/C++ development environment.
- Make file expert and mentor for the team.

Software Engineer, NETWORK ASSOCIATES Feb 1998 - Mar 1998

Macintosh Anti-Virus Products group

Responsible for architecting and implementing auto-update features for Mac anti-virus client.

- Networking development
- GUI development.
- CodeWarrior C++/PowerPlant class libraries.

Software Engineer, TALIGENT INC. Apr 1997 - Dec 1997

Subsidiary of IBM developing Object-Oriented development environment

Responsible for System Test enhancements and test process improvements in Project Engineering group. Build, test, debugging cycles were restructured to improve the overall test/release cycle.

- WinRunner, QA Partner
- Win95, WinNT, OS/2 and AIX development environments.
- Shell scripting & Perl scripting.

Software Engineer, ADOBE SYSTEMS Mar 1997 - Apr 1997

Localization & Internationalization Group

Responsible for supporting Localization efforts for new release of Illustrator software product.

- MacOS environment
- CodeWarrior IDE
- Visual SourceSafe SCM
- InstallShield for packaging.

Software Engineer, SILICON GRAPHICS, INC.

Sep 1996 - Jan 1997

Localization & Internationalization Group

Responsible for supporting Localization & Internationalization efforts for IRIX Operating System software. Provide support to various other projects as required.

- SGI Irix environment
- C coding and shell scripting skills
- knowledge of UNIX localization hierarchy.

Software Engineer, APPLE COMPUTER INC.

Jan 1995 - Aug 1996

Macintosh System Software, Kernel Group

Responsible for providing compatibility in next-generation system software to support hosting the Taligent Applications Environment (Common Point.) Provided low-level engineering support to "Copland" project. Contributed to initial release of MKLinux to developers at WWDC.

- Mac OS / NewKernel / AIX / MKLinux development environments.
- C/C++ coding
- shell and TCL scripting.

Build Engineer, TALIGENT, INC.

Feb 1993 - Jan 1995

Coalition of Apple/IBM/H-P developing Object-Oriented Operating System

Responsible for providing up-to-the-minute builds to project engineers implementing their latest revisions of source files. Perform debugging of resulting build to verify system integrity and validity of latest changes.

- Key member of Build & Integration review board, established to track change control and its effect on build quality.
- MacOS and AIX build environments
- MPW Projector and ClearCase SCM
- C++ coding skills.
- Shell and TCL scripting.

Software Engineer III, CLARIS CORPORATION

Dec 1990 – Jan 1993

Apple Computer subsidiary developing multi-platform productivity software

Core Technologies; MacWrite Pro Development Team

- MacOS /MPW build environments
- C coding.
- Multi-platform protocols for document-interchange file-format translation

Software Engineer, APPLE COMPUTER, INC

Jan 1990 – Nov 1990

Computer-Integrated Manufacturing Group (contract)

Responsible for design and implementation of database to track production units through burn-in process

- MacOS /MPW build environments.
- Pascal coding
- Inter-process communication protocols
- Hardware interface protocols

ADDITIONAL EMPLOYMENT

Founder, Computer Wizards.

1987 – 2003

- Consultant in Macintosh development projects
- Web hosting and design for a variety of commercial and non-profit organizations

Applications Engineer VG SYSTEMS, Woodland Hills, CA

1977 –1979

Responsible for customer demos and applications benchmark development for interactive graphics display systems manufacturer. Some key projects included Command and Control for NASA and E-Systems, data reduction and analysis for Boeing and sales support activity involving on-site installations at several key universities.

Math Analyst, GENERAL ELECTRIC COMPANY, King of Prussia, PA.

1967 – 1977

Responsible for engineering and scientific computation support to R&D lab in aerospace and oceanographic facility. Participated in several significant contracts involving remote acquisition and telemetry of data streams, and extensive work involving capture and reduction of vast volumes of research data from hypersonic test facility.

PROFESSIONAL PRESENTATIONS

- “Applications of PDP-8 in Oceanographic Data Acquisition and Analysis”

EDUCATION

Drexel U, Philadelphia – BS, Mathematics, minor in EE

UCLA - Graduate work, Film Production

Pierce College - Instructor

FILM WORK

Cited in The Internet Movie Database

"Real Life" 1978

"Looker" 1981 (uncredited)

"TRON" 1982 (uncredited)

REFERENCES

Available upon request