

# EDWARD F MAURINA III

## + ABOUT

- Seeking interesting work solving challenging problems with new technology.
- Have broad experience in **cpu/chipset validation**, game & game engine development, and general programming.
- Intel: Can come up to speed and integrate quickly, relying on knowledge of the company, campus, culture, and existing contacts.

## + EMPLOYMENT

- Current** **ROAMING GAMER, LLC.**  
Owner/Lead Designer  
Developing apps, games, templates, training materials and other content for the iOS and Android mobile markets.  
  
Customers include, Corona Labs, Inc., Reel FX, Inc., Relativity Media, and many others.
- 1996-2012** **INTEL CORPORATION**  
CPU Architectural Performance Validator  
Validated and tuned performance of Windows & Linux systems running Haswell, Ivy Bridge, Sandy Bridge, and Gulftown processors.  
  
CPU / Chipset Pre- & Post-Si Validator  
Pre- and/or post- silicon validated:  
(CPUs) Lynnfield, Paxville, Sandy Bridge;  
(Chipsets) Blackford, 870, 460 GX, 450 NX.  
  
Platform Drivers and Libraries Developer  
Maintained and developed Focused Test Suite platform validation libraries, subsequent to two year stint as a platform drivers developer.
- 1993-1995** **CH2M HILL**  
Computer Operator  
Paid for college by working as the graveyard operator (30 hrs./week) in corporate data center.
- 1987-1992** **UNITED STATES AIR FORCE**  
Programmer  
Intelligence applications programmer; Missile guidance-system programmer.

## + EDUCATION

- 1996** **OREGON STATE UNIVERSITY**  
Computer Engineering
- 1988** **KEESLER AIR FORCE BASE**  
Programming Specialist
- 1987** **Tigard High School**  
High School Diploma

## + AWARDS

- Air Force (AF) Achievement Medal (Bronze Cluster), National Defense Service Medal, AF Longevity Award, AF Over Seas Long Tour Ribbon, AF Good Conduct Medal, AF Training Ribbon.



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## + SKILLS & EXPERIENCE

### Engineering and Validation

Pre-/Post- Si Validation, Performance Analysis and Tuning, Platform Debug, Driver Development, IA32 Architecture, Power Management, ...

### Programming and Operating Systems

C, C++, \*, Lua, Perl, Python, Windows, Linux, OS X, Android, iOS

*\* - I have experience with a long list of programming languages, but I don't use them regularly so I am not listing them.*

### Tools and Practices

Git, Subversion, CVS, Word, Excel, Visio, Powerpoint, Google Docs, SCRUM, ...

## + HISTORY & ACHIEVEMENTS

LEGEND: INTEL BUSINESS PERSONAL

- 1985** Oregon FBLA Programming Competition
- 1989** European Combined Services Racquetball Champion
- 1992** European Small Unit Volleyball Champion
- 1996** **450 NX:** Chipset Pre-/Post- Si Validation
- 1998** **460 GX:** Chipset Pre-/Post- Si Validation
- 2001** **870 PSV:** Pre-Si Validation
- 2002** **870 SV:** Pos-Si Validation Team Lead
- 2003** **Blackford:** Pre-Si HLL Developer
- 2004** **XPV:** Platform Drivers Developer, FTS Libraries Developer, Platform Validator
- 2006** First Book Published
- 2008** Roaming Gamer, LLC. Incorporated
- 2009** **HLV:** Secret Architecture Project
- 2008** Second Book Published
- 2010** **PVE:** Architectural Performance Validation
- 2011** First Mobile App Published
- 2014** First Mobile App In Top 10 on Apple Store
- 2018** 100+ Mobile Apps, Templates, Tools

## + REFERENCES

Available Upon Request