JOHN MARKS

http://jettagozoom.github.io/Portfolio

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FRONT END WEB DEVELOPER

Deliver concept-to-release web applications.

Work with internal and external customers to create innovative interfaces with responsive designs to produce customer-centric web applications. Accept ownership for diverse requests. Strong team player, listens, encourages others. Deliver results on-time.

PROGRAMMING: HTML/CSS, JavaScript, AngularJS/jQuery, Bootstrap, REST, Python/Flask, C/C++ (Qt, boost, STL, ICE), Bash/Shell Scripting

ENVIRONMENTS: MAC OS X, Linux (RedHat, Ubuntu), Windows 8/7/Vista/XP, Cygwin, Visual Studio, Gulp, Git/GitHub, Mercurial, Subversion

DEVELOPMENT: Single Page Apps, OO Design, Design Patterns, Agile (Scrum Master Cert, XP), Multi-threaded / Concurrent Execution, Distributed Apps (ICE)

PROFESSIONAL EXPERIENCE

Web Developer Training: Front End (HTML/CSS/jQuery), Python/Flask Back End, AngularJS, THINKFUL.COM, Online mentor based training, 2013 – present

- Study and apply technology to create interactive web apps. Brainstorm appealing and practical interfaces, write code, and trouble-shoot as needed. Examples of projects can be viewed at http://jettagozoom.github.io/Portfolio

Software Engineer, HEWLETT-PACKARD, Fort Collins, CO 1989 – 2012

PROJECT: WebOS on Windows, 2010 – 2011

Collaborated with large software development teams in Fort Collins to create interactive communication between Palm webOS devices and desktop PCs.

- Figured out Palm's complex build to develop interaction with Windows platform.
- Wrote missing operating system services in Cygwin as they didn't exist in any Windows APIs (e.g. /etc/upstart, inotifyd).
- Got Google's V8 JavaScript Engine running in Cygwin. Got MojoDB & DB8 running in Cygwin. Fixed numerous Cygwin OS bugs (e.g. fork()/exec()).

PROJECT: Remote Graphics Software, 2000 – 2010

Proved that the display of a high-end 3D graphics data through a remote Internet connection was possible in a real-time and interactive environment. RGS is currently running in thousands of HP Workstation customer offices and on many of the world's largest financial trading floors throughout the world. Developed and wrote key architectural pieces of the product.

- Redefined the compute environment for financial traders. Streamlined system down to one thin client with access to major compute/graphics horsepower located in large, easily managed, and secure remote rack space.
- Deployed RGS in many sites throughout the world such as London, Tokyo, New York City, Boston, and Paris.
- Responsible for Authentication/Authorization, Single Sign-on, Windows Graphics Pipeline architecture and performance, WAN performance, Collaboration functionality, Directory Services, among others.

Continued…

PROJECT: Visual Conference (Netmeeting on HP-UX), 1998 – 2000

Supported the London-based NetMeeting engineers for port to HP-UX. Visited engineers in London and managed the technical relationship.

- Set up user interface and implemented it. Created graphics cards for real-time capabilities. Upheld product quality, testing, and delivery.

PROJECT: Workstation Graphics Lab–2D X11 Based Graphics Driver, 1989 – 1998

Contributed to early implementations of HP's X11 windowing system on HP's technical workstations. Supported X11 graphics drivers and X11-server ports for HP's in-house graphics hardware.

- Personally responsible for X11 driver on high-end 3D device.
- Achieved the best industry 2D windows performance over all competitors (SGI, SUN, Apollo) by wide margins.
- Invented the industry's first overlay window support, allowing 2D windows to be displayed on top of 3D accelerated windows on the same display.
- Co-invented industry first of multi-headed 2D graphics display technology.

EDUCATION

MS in Computer Science (course work & exams completed), Colorado State University, Fort Collins, CO

BS in Geophysical Engineering, Colorado School of Mines, Golden, CO

PATENTS HELD

1. 8,762,540: Managing multiple remote computing sessions displayed on a client device
2. 8,631,342: Computer display control system and method
3. 7,903,119: Compression of image regions according to graphics command type
4. 7,797,435: Foregoing user credential collection if sending system is in an unauthenticated mutually exclusive connection state
5. 7,777,754: System and method for communicating graphics image data over a communication network
6. 7,701,460: Graphics systems and methods
7. 7,589,737: System and method for communicating graphics image data over a communication network
8. 7,589,731: Graphics systems and methods
9. 7,450,128: Systems and methods of providing image copy and modify commands to a receiver with an associated display
10. 7.064,765: System and method for grabbing frames of graphical data
11. 7,055,171: Highly secure computer system architecture for a heterogeneous client environment
12. 6,971,110: System and method to pace event sharing collaboration across multiple distributed applications
13. 6,877,027: System and method for providing synchronization verification of multiple applications across remote systems
14. 6,850,967: System and method for ensuring transparent synchronization of multiple applications across remote systems
15. 6,088,005: Design and method for a large, virtual workspace
16. 6,084,553: Design and method for a large, virtual workspace