Phillip McNallen

Software Developer

I am a programmer and system architect with experience building, deploying, and supporting distributed, cloud based solutions. I have business acumen, coupled with the team leadership skills required for timely and successful project implementations. My range of experience spans all phases required to design and program applications, frameworks, and protocols.

Languages — skill level

Language	Skill
C, C++	■■■■■
Java	■■□□□
JavaScript	■■■■■
Python	■■■■■
Lua	■■■■■
Pascal	■■■□□
Delphi	■■■□□
SQL	■■■□□
HTML / CSS	■■■■□
x86 ISA	■■■■■
A64 ISA	■■■□□

Tools and Platforms

- Microsoft Visual Studio
- Microsoft Windows OS
- Microsoft Azure Cloud
- Embarcadero RAD Studio
- Linux
- Direct X
- MySQL

Skills

- Client negotiations
- Project analysis & planning
- Design innovation
- Team Leading

Personal Info

1711 Droxford Drive
Houston, Texas 77008

Mobile: (575) 208-6555
Email: phil@3rdera.com
Website: www.3rdera.com

Customer quotes:

"HTML Overdrive renders my website pages almost instantaneously!!"

"We used the Sol framework to greatly simplify our web-based data collection and to automate manual web tasks."

Software Developer	Contract Programmer	2015 - 2018

- Design and programming of applications for various web properties.
- Cloud infrastructure application deployment and management.
- Programming and benchmarking SIMD crafted, optimized algorithms.

CoFounder	Mede Media LLC	2013 - 2015

- Co-founded programmatic advertising technology (ad-tech) company.
- Architect and developer of all software components.
- Leadership of internal and sub-contracted programming resources.
- Established sales relationships and market penetration.
- Achieved early financial success from ad revenue and software sales.

Mathematics Tutor	ENMU	2012 - 2013

- Advanced mathematics tutor (calculus, etc.) while attending university.
- Specified parts, purchased, assembled and sold desktop computers.
- Performed network server administration consulting and tasks.

Technician	Technical Business Services	2008 - 2013

- Performed remote and on-site administration of servers and desktops.
- Assembled hardware and integrated desktop computers into domains.
- Performed scripting to automate various administrative tasks.

Projects Portfolio - www.3rdera.com

HTML 'Overdrive' – A product for webpage performance tuning. Existing HTML and JavaScript is enriched with technology to accelerate webpage performance via content and navigation optimization. Page load time improvement ranges 400% to 1000%. Written in JavaScript and Sol.

GLAX Web Game – http://gl.ax is a massive multi-player browser game. The game engine, built from scratch, features innovations such as a networked physics resolver, hardware rendering (WebGL with pixi.js), low-latency network protocol, backend WebSocket management server, and game play on phones, tablets, PC's. Written in C++ and JavaScript.

Web-Socket Relay – Session manager, message routing framework, and communications protocol for web applications. Designed as a game server back-end relay for scaling to millions of simultaneous client sessions by using parallel code design and execution. Written in C++.

Sol Framework – Enterprise class web scraping and web automation tool. Lua scriptable, RFC compliant, internal DNS cache/resolver, multi-threaded, and feature identical API for Windows or Linux. Sol frame-work has features which bypass the anti-scrape technology currently in use at major internet web properties. Written in C++.

Mede Media Adhook – Programmatic ad-technology bundled to browser based toolbars/plugins. Adhook scans all viewed web-pages, replacing pre-existing advertising with ad units of equal size, thus receiving all ad revenue generated by users of the toolbar/plugin. Written in JavaScript.

Signature Toolkit – A reverse engineering product to simplify the creation of masked binary search patterns. Product features include a custom x86-32/x86-64 search optimizing compiler and functionality for verifying existing signature patterns. Written in C, UI built with RAD Studio.

API Spy Library – A reverse engineering and debugging product for monitoring function calls with or without the availability of a debug symbol library. Features include function call argument and address viewer, call chain and call timing viewer, and more. Product achieves ultra-low latency by using shared memory mapping, paired with a listening agent. Written in C and x86 assembly.