STEVEN JAMES BARNES

JAVA/C++ SOFTWARE ENGINEER

Network Platform Infrastructure

Profile

Accomplished software engineer specializing in object-oriented approaches to network and platform development. Extensive background in full life-cycle of software development process including requirements gathering, design, coding, testing, debugging and maintenance. Proven track record of designing and implementing flexible solutions which support frequent UI and functionality changes. Strengths include:

- Object Oriented Development
- Distributed/Client Server Systems
- Database Development

- Java Networking Expertise
- Multi-Threaded Programming
- Platform/Network Development

Technical Skills

Languages: Java, C++, Python, UNIX shell, seed, ask, XML, HTML

APIs: J2SE (NIO, NET, Concurrency, Swing) J2EE (JSP, Serves, EJB, RMI) STL, MFC

Methodologies: OOP/D, UML, Design Patterns, Extreme Programming

Middleware: Apache, Tomcat

O/S: UNIX/Solaris, Windows, Mac

Databases: Oracle, PL/SQL, JDBC

Networking: TCP/IP, UDP, HTTP

Tools: CodeWarrior, Visual Studio, Clear Case, SourceSafe, Rational Rose, Optimize

Professional History

NETWORK INTERACTIVE, New York, NY, 1998 - 2004

This 24 x 7, high volume website, one of the industry's leading companies, transitioned to a Java platform in 2000 Senior Infrastructure Engineer (2000 – 2004)

Developed and maintained Java-based platform framework when the company migrated from C++. Responsible for core back-end technology development, including analysis, design, coding and testing for high volume network of 6 million users.

- Designed, implemented and maintained lag tolerant client management server application which, as the backbone of the entire system, was essential to providing all the Company's services. Maintained TCP/IP connections with up to 250,000 concurrent users.
- Provided leadership and mentoring to team of engineers. Selected as Interim Acting Manager during absence
 of manager and successfully kept all projects on schedule during this period.