Lincoln Ritter

Creative Software Engineer

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Summary

I am a highly creative software engineer who thrives on innovation and who excels at problem solving, team work, and the application of new and existing technologies to challenging problems. I seek to leverage these skills to make a positive impact on those around me.

Experience

Software Engineer (Contract), Blist Inc., Seattle, WA — November 2008-Present

Working closely with the Blist team, I built the next generation of cloud-based database technology combing a highly scalable storage back-end with a rich, easy-to-use, Flash front-end.

Software Architect, TalentSpring Inc., Seattle, WA — 2007-2008

Software Engineer, TalentSpring Inc., Seattle, WA — 2006-2007

At TalentSpring I lead the effort to build a scalable, web-based recruiting/resume service using Ruby on Rails, AJAX, and cloud-based services (S3, EC2). Some of my accomplishments include:

- I coordinated a development team spanning three continents, comprised of programmers, graphic designers, and marketers through several major revisions.
- I put in place a rapid development and release process enabling high-quality and timely deployment of new features and bug fixes.
- I developed and implemented innovative vertical search and ranking functionality leading to highly streamlined user experience with very positive user feedback.

Research Intern, Microsoft Research, Seattle, WA — 2005

I invented new digital painting tools that empower artists by giving them an easy method to extend their palette of virtual paints and effects using the

Research Assistant, UW Dept. Comp. Sci., Seattle, WA — 2003-2006

I pioneered new computational tools for artists and visual analytics including "texture painting" tools and a system for generating cutaway visualizations of complex thee-dimensional objects.

Teaching Assistant/Teaching Lead, UW Dept. Comp. Sci., Seattle, WA — 2003-2006

I lectured and developed curricula for introductory, programming languages, and software engineering courses. I also served as a teaching lead, coordinating up to 10 other TAs.

Education

MS Computer Science and Engineering — University of Washington, Seattle, WA, 2006
BA Computer Science — Oberlin College, Oberlin, OH, 2003 (Additional focus in Music and Mathematics)

Skills

Technologies and Methodologies: Object Oriented Design and Design Patterns (MVC, Strategy, Visitor, etc), Scalable Web Architectures, Test-driven Development, Revision Control, Ruby/Rails, AJAX/Javascript, Java, C#, C/C++, PHP, Python, Scheme, SQL

Managerial and Interpersonal: I am a highly motivated, problem solver, individually and in a team environment. I seek to create the conditions wherein members of my team are fulfilled in their work by achieving their goals and improving their skills. I am very good at coming up to speed in new areas. I strive for quality in all that I do and pursue this goal with passion.

Honors and Publications

Interactive Cutaway Visualizations of Complex 3D Models. Wilmot Li, Lincoln Ritter, Maneesh Agrawala, Brian Curless, David Salesin. SIGGRAPH 2007, August 2007.

Painting with Texture. Lincoln Ritter, Wilmot Li, Maneesh Agrawala, Brian Curless, David Salesin. Proceedings of the 17th Eurographics Symposium on Rendering, 2006.

Phi Beta Kappa — 2002
High Honors in Computer Science — 2003

Selected Projects

Loud Networks

As part of a three-person team, I developed an entire wireless networking quasi-circuit-switched protocol stack (from physical to application layers) based on sound.

Video Processing with Custom Hardware

A collaborator and I developed custom video processing hardware on Xilinx FPGAs for security applications. We employed several novel strategies to enable simple processing of full-motion video in a memory-poor environment.

References

Bryan Starbuck - CEO, TalentSpring Inc: bryan@talentspring.com
Wilmot Li - Research Scientist, Adobe Systems: wilmot.li@gmail.com