Brian T. Rice
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Professional Objective

As a software developer/analyst and programming language expert, I am looking for a position where I can participate in new and innovative projects in software product or web application design and development, whether in a startup company or spin-off environment.

Having actively pursued experience in a wide variety of programming languages, and developed my own for further investigation, I am unusually capable at identifying powerful abstractions, without being tied to a particular toolset.

Employment History

iPhone Software Developer
Various, on contract (Seattle, WA)
September 2008–Present

Worked with Proximi.com (MagicPad and two unreleased iPhone geo-apps) and other iPhone vendors on client-server applications. Responsibilities included development, testing, and debugging in Objective-C, Gemstone/S, and Erlang/OTP. I also have my own application in development which is photography- and internet-centric. I have participated in local iPhone developer meetings including XCoders.

Software Development Consultant
211 LA County (Seattle, WA) (Los Angeles, CA)
April 2007–September 2008

Implemented revamped core operations software for 211 information and referral hotline for social services in a small team of contractors. Responsibilities ranged from the front-end to the back-end, and included consultation with the client on design, deployment, and configuration issues. Conducted both interactive and double-blind user tests, and implemented a regular delivery schedule soliciting structured feedback. The product is an in-house web application that relies heavily on AJAX programming and keyboard navigability for interaction efficiency.

Owner
LOGOS Research and Development (Seattle, WA)
May 2002–Present

Design, development, and testing of "Clean Slate" Smalltalk: a new programming language and software architecture intended to integrate and improve many disparate technologies into one coherent whole.

Lead Software Developer
Activated Content, Inc. (Seattle, WA)
March 2006–August 2006

Digital forensic audio watermarking software research, planning and development for a startup-level effort to expand into non-forensic markets. Provided a sound technical product and services basis for deals with major music and media production companies to innovate in the digital music marketplace. Revamped an existing product line to support a wider market.

Firmware Developer, as Independent Contractor
Coastal Environmental Systems (Seattle, WA)
June 2005–October 2005

Embedded systems software development for weather and environmental autonomous sensing stations. This involved maintenance, documentation, upgrade of legacy code and extensions, configuration management, debugging, functional testing, documentation, and reliability testing of the product. Prepared high-level documentation on the overall parameters and design of the product, and developed a set of recommendations for moving the product forward.

Data Warehousing Systems Engineer
Microsoft, Inc., MSN iDSS division (via Volt Information Services) (Redmond, WA)
February 2004–February 2005

Deployed, troubleshot, and operated data-warehouse ETL pipelines. Catalogued and replaced legacy infrastructure software. Administered SQL Server/OLAP installations and developed a database application for auditing and

automation. Negotiated with multiple MSN organizations on interaction protocols and software deployment issues. Developed clustering and optimized pipeline configurations for robustness and performance.

Projects:
• MSN adCenter

Software Design and Research Consultant
Ibis Information Securities (Seattle, WA)
December 2002–June 2003

Consulted in the development of innovative wireless technologies and the software required to manage them. Also consulted in the field of online data-mining in the systems security field. I designed and developed an innovative product using dynamic language technologies.

Lead Developer
ForeHorseNet, Inc. (Seattle, WA)
February 2001–December 2003

Worked with the company founders to develop a coherent technical strategy for the product (online payment system), by evaluating customer requirements, marketing issues, and suitable technologies and budgeting requirements.

Education

US Navy Nuclear Reactor Engineer Certification in Electronics and Power Distribution, December 1997
Naval Nuclear Power School

AS-equivalent coursework in Computer Science and Mathematics, March 1996.
Completed two years of honors course work in engineering and mathematics, along with much independent study in computer science and mathematics, logic and philosophy.

Texas A&M University

High School Diploma with Honors, May 1995
Humble High School, TX

Overall GPA: 4.7 out of 5.0

I am primarily self-educated over the years, accumulating quite a library and using it regularly. I also correspond regularly with post-doctorate researchers on relevant topics.

Security Clearances

• *Classified*, US Navy / US Department of Energy, 1996. FBI background checks.

Systems Software Development

Programming Language Design (10 years), Domain-Specific Language Design and Implementation (expert), Compiler Implementation (intermediate), Virtual Machine Implementation (4 years), Managed Run-time Implementation (4 years), Formal Methods to Analyze and Simulate Concurrent and Distributed Software Designs (intermediate).

Programming Languages

C++/STL/Boost (expert), Java (J2SE) (beginner), C#/.NET Framework (1 year), Perl, Python, PHP5 (4 years), XML, XSLT, XSL-FO, XML for resumes (3 years), Javascript, Prototype/Scriptaculous AJAX toolkits (2 years).

Advanced: Squeak Smalltalk (expert), Dolphin Smalltalk, Common Lisp (CMUCL/SBCL/OpenMCL), Scheme (Guile/Bigloo/DrScheme), Ruby (1 year).

Databases

Schema Design and Implementation (expert), Schema Analysis and Optimization (intermediate), Query and Stored-Procedure Design and Optimization (expert), Security/Vulnerability Analysis (intermediate).

Implementations: MySQL (2 years), PostGreSQL (4 years), Microsoft SQL Server (3 years), SQL Server OLAP Cube Management (1 year).

Web Development

PHP5 (intermediate), Semantic HTML/CSS/Javascript presentation/layout/behavior (3 years), AJAX programming with

Prototype/Scriptaculous toolkit, design/interaction patterns (2 years).

Advanced Frameworks: Seaside (Squeak) (intermediate), Uncommon Web (Common Lisp) (intermediate), Ruby on Rails (1 year).

Source Management

Revision Control: Subversion, CVS, DARCS (expert), git, SourceSafe, SourceDepot, Perforce.

Documentation: Doxygen (3 years), Trac, MediaWiki (including administration), UML diagram authoring.

Systems Administration

Linux/FreeBSD/Unix (intermediate), Win2k/XP/2003 (intermediate).

Professional Memberships

Co-Founder, Core Participant
Saturday House
2007—Present

Participant, Initial Board Member
Six-Hour Startup
2007—Present

Organizer, Planner
Seattle Mind Camp
2005–

Member
Smalltalk Industry Council
2002–

Member
Association of Lisp Users
2002–

Lead Researcher, Designer, and Coordinator
The TUNES.org project
October 1999–

Helped re-design the site and its documentation to reflect a broader range of technical research and to separate political from technical goals.

References

Tony Galuhn
Phone: 619.846.1939
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Joseph Brothers
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Aaron Hoffer
Software Process Coordinator, T-Mobile
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