

David W Millar

Last update on August 30, 2016

david.w.millar@gmail.com • 610.304.8828 • github.com/david-w-millar • linkedin.com/in/davidwmillar
140 Levering Street, Philadelphia PA, 19127

Summary

Well rounded, pragmatic software craftsman with experience ranging from small startups and research groups, to large enterprises including Comcast and IBM. Passionate about delivering high-quality software that is both a pleasure to develop and use.

Open source enthusiast, and active member of the Groovy community. Contributor to the *Spock* and *Geb*

specification and testing frameworks. Recently worked as technical editor for the book *Groovy for Domain-Specific Languages* 2nd edition.

I and value simplicity and elegance. I work best as part of a cross-functional team, and feel equally comfortable in development, operations, or QA roles, and tend to enjoy working at the intersection of these.

Experience

Reed Elsevier, ClinicalKey

PHILADELPHIA, PENNSYLVANIA

Senior Software Engineer, ClinicalKey Platform Delivery Team

April 2014 – September 2015

Developed the [ClinicalKey](#) platform RESTful API, which integrated several services including authentication, authorization, search, and content. Brought test coverage from 0 to 80%. Streamlined and automated build / test/ deployment, and worked with other teams to do the same. Initiated brown bag / “lunch and learn” sessions.

IBM Smarter Workforce (Formerly Kenexa Inc.)

WAYNE, PENNSYLVANIA

Senior Software Engineer, IBM Kenexa Enterprise Team

September 2012 – March 2014

Core development work involved designing and developing a flexible multi-tenant SSO, email correspondence, and client/user/subscription management solution, implemented as mostly RESTful services, combining OAuth, SAML, and IBM’s directory integration platform.

Introduced and curated best practices, enforced by a light-weight code review process. Evangelized DevOps, and worked with various teams to help implement infrastructure, build, and test automation. Mentored QA and development teams on testing best practices, tools, languages. Stood up the testing stack that was ultimately adopted for API testing. Technologies included Groovy, Java, AngularJS, Grails, Puppet, and Vagrant.

MDconnectME Inc (Startup)

PHILADELPHIA, PA

Senior Software Engineer

December 2011 – July 2012

Full stack developer for the MDconnectME platform in a lean startup environment. Technologies included AWS, apache, JEE, Spring, Hibernate, JSP, jQuery, and similar frameworks. The application was featured in the New York Times, Fox Business, MSN News, and various local media outlets.

Yellowbook Inc

KING OF PRUSSIA, PA

Software Engineer

June 2011 – March 2012

Maintained software systems to manage Yellowbook’s repository of digital business listings, advertisements, and related artifacts. Ported and optimized a set of C# ETL applications to Java to manage data feeds to third parties, including Google, Citygrid, and TomTom.

Drexel University, ACIN Center

CAMDEN, NJ

Research Engineer

November 2008 – April 2011

Assisted in writing proposals to acquire contracts with the Department of Defense. Researched, developed, and analyzed reliable group messaging systems for resource constrained networks using best of breed network emulation tools. Developed a distributed document sharing and collaboration platform for US Army command and control experiments. Participated in live Command, Control, Communications, Computers, Intelligence, Surveillance and Reconnaissance (C⁴ISR) exercises with domestic, French, and German forces.

Comcast

MOUNT LAUREL, NJ

Software Engineer

September 2003 – November 2008

Developed reporting, visualization, and integration layer for IP address utilization and management. Worked with consultants to optimize our IP address management system, and to import data from acquisitions. Technologies included perl, mysql, php, JEE, Spring.

Education

Drexel University

Bachelor degree in Computer Science

Concentrations: Data Structures and Algorithms and Operating Systems

PHILADELPHIA, PA

2002 – 2007

Publications

“Net-Centric Information and Knowledge Management and Dissemination for Data-to-Decision C² Applications using Intelligent Agents and Service-Oriented Architectures.” I. Mayk, W. Regli, D. Nguyen, et al., Proceedings of the 2011 Military Communications Conference, Baltimore, MD, 2011.

“An Evaluation of Serverless Group Chat” Robert N. Lass, Duc N. Nguyen, Willam C. Regli. Military Communications. 7 November – 10 November 2011, Baltimore, MD

“Client/Server Messaging Protocols in Serverless Environments.” Justin Dean, Andrew Harrison, Robert N. Lass, Joe Macker, David Millar and Ian Taylor. Journal of Network and Computer Applications, 2011

“XO: XMPP Overlay Service for Distributed Chat.” Robert N. Lass, Joseph P. Macker, David Millar, Willam C. Regli, Ian Taylor. Military Communications. 31 October – 3 November 2010, San Jose, CA

“GUMP: Adapting Client/Server Messaging Protocols into Peer-to-Peer Serverless Environments.” Robert N. Lass, Joe Macker, David Millar and Ian Taylor Bio-Inspired Algorithms for Distributed Systems 2010, 7–11 June 2010, Washington, D.C.

Professional Organizations

- *Association for Computing Machinery (ACM)*, Member since 2012
- *Electronic Frontier Foundation (EFF)*, Gold Member since 2011

Awards and Honors

- *Alan Berman Research Publication Award*, Naval Research Labs, 2012
- *Upsilon Pi Epsilon*, International Honor Society for the Computing and Information Disciplines

Skills

Technical expertise: Agile methodologies (scrum, kanban). (A)TDD and BDD. Continuous Integration and Deployment. Modern scalable cloud-based web application development, testing, and deployment. Distributed systems, SOA, integration, RESTful architecture. Java, Groovy, Ruby, various scripting, markup, and templating languages. Capable of, and eager to learn new languages. Vim. Linux administration, infrastructure automation and configuration management.

Current Interests

In no particular order: General hackery, DevOps and infrastructure automation tools, The Internet of Things (IoT), domain-specific languages, emergent design and architecture in software, project scaffolding tools, tabletop gaming. Currently geeking out over Golang and Computer Vision.

References available upon request.