

# David W Millar

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## 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* 2<sup>nd</sup> edition.

I set the bar high for myself, 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.

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## Experience

### Reed Elsevier, ClinicalKey

#### Senior Software Engineer, ClinicalKey Platform Delivery Team

Full stack developer for the [ClinicalKey](#)

PHILADELPHIA, PENNSYLVANIA

April 2014 – September 2015

### IBM Smarter Workforce (Formerly Kenexa Inc.)

#### Senior Software Engineer, IBM Kenexa Enterprise Team

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.

WAYNE, PENNSYLVANIA

September 2012 – March 2014

Introduced and curated best development and testing practices, enforced by light-weight code review process and static code analysis. Resident DevOps evangelist, coordinated with teams, advocated for, and helped implement infrastructure automation using tools like puppet and vagrant. Led the charge towards Continuous Deployment, and put together an initial CD pipeline. Mentored QA and development teams on testing best practices, tools, languages. Stood up the testing stack that was ultimately adopted for functional web testing. Introduced, taught, and wrapped a process around database change management using liquibase to reduce ad-hoc chaos.

### MDconnectME Inc (Startup)

#### Senior Software Engineer

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

PHILADELPHIA, PA

December 2011 – July 2012

### Yellowbook Inc

#### Software Engineer

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

KING OF PRUSSIA, PA

June 2011 – March 2012

### Drexel University, ACIN Center

#### Research Engineer

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 (C<sup>4</sup>ISR) exercises with domestic, French, and German forces.

CAMDEN, NJ

November 2008 – April 2011

### Comcast

#### Software Engineer

Developed rudimentary reporting, visualization, and integration layer for IP address utilization and management. Worked with consultants to develop and optimize a more industrial-strength solution, and to import data from acquisitions. Technologies included perl, mysql, php, JMS, JEE, Spring, SOAP, Struts, Velocity.

MOUNT LAUREL, NJ

September 2003 – November 2008

## Education

Drexel University

Bachelor degree in Computer Science

Concentrations: Data Structures and Algorithms and Operating Systems

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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.

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## Professional Organizations

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

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

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## 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 games. Currently geeking out over Golang.