Eric Dobbs

Summary of Strengths

- Seventeen years full-stack web development, fourteen years test-driven
- Personal and professional integrity
- Exceptional written, verbal, and visual communication skills
- Enthusiasm for learning and teaching
- Adaptability to change
- Amiable personality
- History of exceeding expectations
- Extremely versatile: object-oriented or functional, polyglot, UX and middleware and db

Manager of Software Development Comverge, Inc. December 2013 to present

Impact Too soon to tell.

Senior Software Engineer Mobilecause February 2012 to November 2013

Impact

Fostered a culture of continuous improvement through honest and courageous communication, by speaking hard truths, and applauding when others did the same.

Emergent Design Refactored all outbound messaging, the core purpose of the software, into a delivery service without disrupting any existing message flows. Thanks to this layer of abstraction, only two weeks later we were able to easily improve throughput just in time for a customer's big campaign messaging over 330,000 numbers.

Introduced a command dispatcher and handlers for message processing.

Created a foundation for modularized html, css, and javascript which enabled migration of the existing UI from a home-grown CSS-soup to Bootstrap.

Refactored one particularly messy controller with just a handful of method extractions. A few weeks later those changes enabled a colleague to clarify the routing and models and complete the cleanup without me.

Scale

Profiled outbound messaging performance and throughput. Identified garbage collection and IO as primary bottlenecks.

Threaded message delivery for an immediate twelvefold increase in SMS message throughput. Introduced retries and fallbacks to ensure message logging and persistance and expand the ability to identify and diagnose failures.

Enabled message workers to run under JRuby as a strategic move to open other performance opportunities via JVM based tools and languages. Front-end Engineering Streamlined unit testing of javascript front end code using Jasmine.

Created dynamic and thoroughly customizable fundraising thermometer and pledge wall for use in high-profile gala events. Produced the SVG graphic for dynamic display and employed Ember.js for updates.

Methodology

Full-stack agile methodologies including continuous integration, full-time pair-programming, retrospectives, etc.

Aikido Instructor University of Colorado Recreation Center August 2005 to Present

Impact Three students gave unsolicited feedback that my teaching changed their lives.

Increased typical class enrollment by 50%. Inspired many students to join Boulder Aikikai.

Independent Contractor Presilient November 2011 to January 2012

Integrating Legacy System Client had a significant investment in an existing J2EE application running in JBoss 4 with a complex authentication scheme and heavy reliance on MSSQL stored procedures.

Created a thin RESTful JSON API to wrap the existing stored procedures. By running the Rails 3 app under JRuby, saved the client from a complete re-write of their authentication system and enabled the use of battle-tested JDBC drivers for MSSQL.

Front-end engineering

Scale

Created a light front-end framework against the JSON API for their service request portal using Bootstrap and Backbone.js. Test-drove all front-end code using Jasmine.

Software Engineer Pivotal Labs November 2010 to September 2011

Impact Initiated an informal usability analysis for Groupon's editorial tools via direct observation of editors and deal creators.

Consequently created dramatic improvements in deal creation and editorial workflows. Streamlined communications between sales and editorial teams by integrating with Salesforce.

Learning Mastered Ruby within a month. Immediately effective maintaining and updating existing Rails application for Groupon Merchant Center team.

Refactored Groupon's merchant analytics into an independent service-oriented architecture. Improved largest deal analytics reports from a query time of 7

minutes down to 15 seconds.

Methodology Full-time pair-programming, behavior-driven design (BDD), continuous

integration, collective ownership, small releases, planning game, retrospectives, on-site customer.

Consultant bivio Software, Inc. December 2003 to May 2010

Impact

Changed the company culture: Testing became a core value. Extended internal unit testing framework to simplify testing core business logic. Number of test files grew from 85 to 585 or 20% to 60% coverage.

Drove successful adoption of XHTML and CSS for web interfaces, and wikis and blogs for content management, both internally and for bivio's customers.

Learning

In order to build a python interface to a C++ scientific visualization toolkit, learned on demand the toolkit's API, C++, Qt, PyQt, OpenGL, PyOpenGL, NumPy, python distuitls, SIP, and GNU autotools.

Kept pace with bOP, an extremely complex and abstract web framework under continual evolution: The framework grew from 390 classes to 900+ through 720 releases with a median days-between-release of 1.

Teaching

Trained programmers with wildly diverse levels of experience from high-school student interns with no previous programming experience to veteran C++ and Java developers with decades of experience.

Trained customer support staff in investment club accounting software, managing customer expectations, and in the use of CRM systems. Most of the training was by teleconference or online via WebEx or GoToMeeting.

Lead a three-day bOP training course for a client's entire development team whose programming skills ranged from systems administrators to senior embedded systems programmers. Also created the overall training plan and most of the supporting documentation. Received strong positive feedback from all participants.

Client Impact

Saved face for the company when the president forgot a meeting with the biggest client. Took his place offering valuable contributions around complex design and security issues. Client was seriously impressed with my ability to step in unprepared and to turn a potential train wreck into a productive meeting.

Complexity

Maintained and extended applications in diverse and complex domains including a state-wide insurance accounting system, a non-profit grant application system, a formal balloting system for industry standards, an alumni association membership system, and an investment club tax accounting system.

Independent Contractor
Microcomputer Training Specialists
March 2003 to December 2003

Impact

Coached the developers of the City and County of Denver's Wastewater Management Division building an internal J2EE web application. Previous

failures to replace or repair the legacy system made the project particularly high-risk. Delivered a replacement system to production in nine months.

Methodology

Demonstrated agile development values (communication, simplicity, feedback, and courage) and practices (small releases, simple design, test-driven code, refactoring, collective ownership, coding standards).

Developed automated acceptance tests in close communication with the users. 75% of internal code was written test-first.

Senior Software Engineer PlanetCAD Inc. July 2000 to September 2002

Impact

Delivered three major releases precisely on schedule. Customers were very impressed by the features added in each release.

Designed extensible workflow engine to manage automated processing of complex transformations of engineering data.

Leadership

Promoted to Lead Developer after only four months. Acting Development Manager for eight months. Cultivated a very cohesive development team despite strikingly different personalities and significant turnover among executives and management.

Worked with company officers to influence PlanetCAD's technical direction. Conducted formal and informal presentations and meetings. Gave detailed benefit and risk analyses of three Java web application frameworks.

Led design meetings. Negotiated product requirements and development schedule. Summarized key differences of opinion. Resolved disagreements. Built consensus. Balanced maintenance of existing features with new development under tight deadlines.

Learning

Learned PHP, Java and Python on demand. Ported an online CAD translation service from PHP to Java.

Proactively extended Java and OOD skills. Independently studied design patterns, refactoring, unit testing, development processes, open source projects, UML, Java security, JMS, and object-relational modeling.

Methodology

Championed the adoption of Agile development practices including XP's Planning Game for scope-centered scheduling, automated unit testing, acceptance testing, refactoring, short release cycles, and collective ownership.

Applied design patterns including Composite, Facade, Factory, Flyweight, Model-View-Controller, Singleton, and State.

Coaching

Introduced colleagues to the use of version control in web development, UML, use-case based analysis, JSP tag libraries, and design patterns.

PathFinder Architect VisionLink, Inc. July 1997 to March 2000 Impact

Developed and managed VisionLink's flagship product and all client support. Carried PathFinder into the de facto standard in school-to-career data

systems.

Development

Released five versions of PathFinder; each version involved a six month cycle and included all phases of development from feature request to release and ongoing support.

Engineered and implemented the transition from remotely managed installations to a software as a service (SaaS) model which thrived through the .COM crash and beyond.

Communication Mediated interactions between clients and their ISPs. Facilitated discussions to solicit new features from clients. Led seminars on network security. Delivered presentations to audiences of up to 90 people. Provided technical support by phone.

InterAct Manager Clark County Public Education Foundation August 1994 to July 1997

Impact Transformed InterAct from a pilot project BBS with seven desktop modems

into a production ISP for the school district with seven T1 lines.

Supervised an office of two full-time technicians and three student interns. Leadership

> Mentored staff in their professional development. Delegated responsibility with authority, conducted interviews, addressed disciplinary issues as necessary,

and accepted direction from and reported progress to supervisors.

Competed with the District Information Systems Division in the deployment of wide area network sites; with only two field technicians we matched the number of remote sites and surpassed the support for those schools we

connected.

Network design

Collaborated in the design of a wide-area network encompassing the entire Las Vegas valley and beyond. As of July 2000, that design was still in use connecting 250 sites across 7,910 square miles, including 234 schools, supporting 217,000 students, and more than 15,000 educators.

Customer support

Supported a complex mix of customers including teachers, students, principals, parents, administrators, school board members, existing and potential donors to the foundation, and the superintendent.

Research Assistant University of Toronto, University of Siena August 1990 to May 1991 and January 1992 to June 1992

Illustration and animation

Created unique visual aids for education and research. Illustrated fundamental concepts and created original animated analyses of pivotal diagrams of Renaissance perspective by Alberti, Leonardo da Vinci, Piero della Francesca and others.

Third Degree Black Belt

Boulder Aikikai, Aikido Schools of Ueshiba May 2013

Bachelor's of Environmental Design, emphasizing computer methods in design College of Architecture and Planning, University of Colorado at Boulder May 1994

Technical Skills (aka. buzzword compliance ;-)

Languages Ruby JavaScript Perl Python SQL Java AutoLISP

AppleScript PHP bash DOS batch files a little C++

a little Common Lisp

Markup HTML5 XHTML HTML DHTML XML CSS

Web Rails bOP Struts Turbine a little Django frameworks CGI (the simplest framework that can possibly work ;-)

Databases PostgreSQL Oracle MySQL Access FileMaker Pro

Practices Test-driven development (TDD) Behavior-driven development (BDD)

Pair programming Don't repeat yourself Emergent design

Design patterns Stories Planning game Continuous integration

Small releases Refactoring Collective ownership

Coding standards

Operating MacOS X Linux Windows XP, 2000, NT, 98, 95, 3.x MacOS 6-9

Systems

Networking TCP/IP routing, addressing, subnetting NAT DNS firewalls

proxy servers routers ethernet hubs and switches

modem banks file and print servers network printers cabling

Graphic image scanning digital photography image processing

design illustration page layout 3D modeling rendering animation

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