

# David K. Storrs

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## SUMMARY

15+ years software development experience  
Architect and code author, team lead, and manager with both strategic and tactical experience  
Extensive knowledge of Perl, Node, Javascript, MongoDB and various RDBMSs  
Github: <http://github.com/dstorrs> [cf Copper in particular]

## SKILLS

**Programming:** Perl; Javascript; Objective-C, C/C++ , PHP, Ruby, various others  
**Operating Systems:** UNIX, Mac OS X  
**Databases:** MySQL, PostgreSQL, SQLite, Oracle  
**Web:** HTML, CSS, Javascript, jQuery, Catalyst, Node.js, Ruby / Rails  
**Management:** Experience at all levels of the organization: CEO / CTO, architect, team lead, team member. Specific skills include: strategic planning, time and cost estimation, scheduling, technical to non-technical communication, documentation, and mentoring of on- and off-site subordinates. Preference for Agile methodologies.

## EXPERIENCE

5/2010-2/2013 **ChannelMeter Inc** **San Francisco, CA**  
Co-Founder and CTO. Analytics for YouTube publishers.  
Perl, Catalyst, SQL, git. Later migrated to Go + Ruby/Rails, and MongoDB to ease hiring.

5/2008-4/2010 **IonZero LLC** **NY, NY**  
Senior Developer. Worked on various client projects.  
Perl, Catalyst, SQL on various RDBMSs, Git and Subversion.

01/2008-5/2008 **Pica9, Inc** **NY, NY**  
Director of Programming, Managed and trained development team and wrote code on business-critical applications.  
Perl and PHP, Catalyst, Subversion, MySQL

11/2005-9/2007 **Wotan LLC** **Southport, Connecticut**  
CEO and Founder. Web-based network graph diagramming.  
Secured \$800,000 in angel funding, managed a team, released two products (Kayuda and KayudaMaps).

10/2003-11/2005 **OnyxNeon** **Shelton, Connecticut**  
CT Regional Affiliate. Wrote code, did business development, managed subcontractors, wrote specifications.  
Perl, C++, Catalyst, SQL, XML, Subversion, various RDBMSs; platform varied by project

10/2002-10/2003 **Flexi International** **Shelton, Connecticut**  
Manager of Custom Projects; Liased with customers, programmed, wrote specs & documentation, and managed the development team on those issues.  
C++, XML, Rational ClearCase/Quantify/Purify/Rose, Development on Windows 98

8/2002-10/2002 **Yale University** **New Haven, Connecticut**  
Contract work; reverse engineered their proprietary database and migrated it to Oracle. Helped select the vendor to provide the new data maangement system. Managed a subcontractor.  
Perl, XML, Agile Development on Unix, contact with and technical evaluation of vendors

- 3/2001-6/2002    **AdOne/PowerOne Media Inc**    **New York, New York**  
 Senior Developer / Team Lead on a project to update the company's technology to enterprise quality. Analyzed existing systems for failure points; designed and built solutions. Rearchitected workflows for migration from flat file database to Oracle. Introduced Pair Programming, Test First Design, Unit Testing, Refactoring, and Iteration Planning. Managed a team of four programmers.  
 Oracle, C++, Perl, XML, STL, CVS, Agile Development on Unix
- 1/2000-12/2000    **Miacomet /Katerra Corp**    **Springfield, Massachussetes**  
 Developer on the zVerse project, Team Lead on Real Feel Fishin' game.  
 C++, Perl, STL, CVS on Win2K/Win98.
- 7/1999-12/1999    **Maine School of Science and Mathematics**    **Limestone, Maine**  
 Taught physics and computer science to gifted high school students  
 Worked at two separate summer programs, teaching HTML and virtual reality coding.
- 11/1998-6/1999    **Playlink (UGO/ActionWorld)**    **New York, New York**  
 Developer on a team producing a Java-based Web gamesite. Designed, documented, implemented, and maintained games and game components.  
 Java, Perl, CVS on Win98
- 7/1998-11/1998    **Register.com**    **New York, New York**  
 Developer and co-designer on the mission-critical backend infrastructure. Also maintained legacy code and managed contractors.  
 Perl, database design, MySQL, PostgreSQL, HTML, CVS
- 2/1998-7/1998    **D.I.D.Inc,**    **New York, New York**  
 Developer on the Electronic Documentation System (Paine Webber), and the Java Desktop (inhouse)  
 Perl, Java, CVS on Win95
- 11/1997-2/1998    **CCG Metamedia**    **New York, New York**  
 Game Developer for a virtual-reality system.  
 C++
- 8/1995-11/1997    **Crossover Technologies**    **New York, New York**  
 Developer on a CD-based RTS game (Evolution), and two Web games Reinventing America I and II, and President '96 RDBMS design, FoxPro 3.2, C++, MS Sourcesafe, MFC on Win95
- 6/1994-6/1995    **Evaluation Associates, Inc**    **Norwalk, Connecticut**  
 Financial analyst in the Performance Measurement department. Tracked, verified, and reported on the performance of various money managers

## **EDUCATION**

- 9/1990-6/1994    **Oberlin College**    **Oberlin, Ohio**  
 Studied English and Computer Science, graduated in May 1994 (Bachelor's degree).

**References available upon request**