

Eric Woroshow

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Highlights

- experience in designing, implementing, and maintaining large software systems
- adept at analyzing and debugging complex problems
- broad range of technical knowledge:
 - proficient in Java, C, C#, Python, x86 assembly (competent in many others)
 - concurrency with pthreads, Java, CUDA
 - development experience spanning device drivers, operating systems, applications
- proven ability to manage and lead
- presents complex information clearly and concisely

Experience

Software Engineer, Google Inc., October 2010 - Present

- working on infrastructure for billing and payments system

Software Engineer, NVIDIA Inc., June 2009 - September 2010

- writing systems software for GPU computing
- driving architecture and implementation of software for next-generation hardware
- lead developer for Apple OpenCL

Software Engineer Intern, Various Companies, May 2005 - December 2009

- *Microsoft*: designed and implemented Sudoku for Zune and Zune HD
- *Three Rings*: masked network latency with client and server compensation techniques
- *ALT Software*: managed architecture and implementation of new version of Fisher-Price toy
- *AMD*: designed and coded JPEG decoder feature for mobile GPUs
- *ATI*: created cross-platform USB interface driver

Fishing Girl

- created casual action game in C#/XNA for Xbox 360
- employed an iterative design process and player usability tests to “find the fun”
- critical and commercial success; converted over 33% of trials into purchases

SpinFour

- created board game for iPhone
- developed CPU- and memory-efficient AI for resource-constrained platform

Education

University of Waterloo, Waterloo, ON, September 2004 – April 2009

Bachelor of Computer Science, With Distinction - Dean's Honours List

- grade average: 95%
- awarded numerous scholarships (over \$25 000)