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Summary

Emmy award winning, full stack software engineer . . . and I can make a decent cup of coffee.

Experience

flaire

Head of Engineering

Flaire

Dec 2023 - Present (9 months)

Flaire is a tool for people to save and share the places they've been and want to go while cultivating community.

We leverage machine learning, social relationships, and network effects to build the modern travel guide that empowers people to dynamically discover new places and experiences—tailored to their personal travel style—while connecting them with relevant travelers. We believe the world is full of beauty and mystery, and worth being explored.

- transitioned from outsource engineering to internal
- hired and managed software development team
- worked with product/design to complete
- two redesigns of flaire.me
- a react native mobile app (ios/android)
- worked with growth to create a referral system
- migrated environment from GCP to AWS
- Implemented a fuzzy map search including Google and Foursquare and OpenAI

Technical environment:

React, Node, TypeScript, PostgreSQL, Next.js, GraphQL, AWS Amplify, React Native, Expo, Opensearch, DynamoDB, OpenAI



Lead Software Engineer

Pointivo

Jul 2018 - May 2023 (4 years 11 months)

Co-invented Patent US11216663B1 : "Systems and methods for generating of 3D information on a user display from processing of sensor data for objects, components or features of interest in a scene and user navigation thereon" to allow users to visualize and interact with 3D data (geometry, photogrammetry, sensor feedback).

Applied patent to front end applications in order to solve large scale industry problems with 3D intelligence and digital twins (using point clouds, computer vision, and AI). Industry applications include: Tower Audits, Tower Contract Compliance, Telecom Mount Mappings, Site Inspection, Roofing, Solar, Facilities Management

Created application suite for the largest tower owner in the United States. Performed UX interviews on existing tower audit process. Produced designs and prototypes to ensure customer/user acceptance. Composed an application suite to address audit and contract compliance needs

Created applications that drive Pointivo's internal customer operations. Created a framework to rapidly compose applications. Organized existing UI interface into component system. Created a modular application system to support custom deployments. Created a theming system to support custom white-labeling concerns.

Principal Software Development Engineer

Avid

Oct 2016 - Jul 2018 (1 year 10 months)

Researched, designed, and implemented user interfaces that apply phonetic indexing technologies to the media and entertainment industry:

Phonetic Search

- Avid Dialogue Search
- Avid Cloud|UX Search App

Phonetic Indexing and Timing (sdh captions)

- Avid Illuminate Desktop App
- Avid Illuminate HTML Report

Senior Software Engineer

NICE Nexidia

Aug 2012 - Dec 2016 (4 years 5 months)

Team received a 2015 Technical Emmy Award for Phonetic Indexing and Timing.

Co-developed a phonetic search engine targeting the media and entertainment industry (web application, rest api, and supporting services).

Co-developed a pluggable media ingest system designed to interface with popular media asset management systems.

Co-designed a web application targeting caption quality control in the media and entertainment industry.

Developed a modularized javascript application framework for rapidly creating and testing web applications.

Extended javascript video player framework to support a wide variety of modern video formats and 3rd party players.

Co-developed a high performance, document based processing system and process monitoring web app.



Co-Owner

Inman Perk Coffee

Jan 2005 - Nov 2016 (11 years 11 months)

Constructed multiple, highly-stylized coffee shop locations with a focus on integrating into the community.

Trained staff to follow SCAA guidelines for making coffee.

Established a rotating, free community art gallery and performance program in each location.

Designed website and branded material.

Consulted for local secondary education institutions developing coffee shops and training programs for students.

Awards

2006 - Present - Top 10 Coffee Shops in Atlanta (CitySearch, Yelp, TripAdvisor, Kudzu)

2006 - ASID Bronze Design Excellence Award

2006 - Golden Cup Award

2008 - Golden Nail Award

Full Disclosure - I'm still an active owner of Inman Perk Coffee, but I do not have any daily responsibilities (except taste testing).



Lead Software Engineer | Full Stack Designer | Animator

Rockstar Power Suite

Sep 2008 - Jul 2012 (3 years 11 months)

Developed software toolkit for use in internet marketing and display advertising - featuring a cloud-based file storage system, 2D rendering engine supporting animated output, advertising market research data-mining, and MVC3 customer management system. Provided creative direction and animation for over 4000 individual business graphic templates.

Technical Environment – C#, NET 3.5/4.0, ASP.NET MVC3/4, Web Services, WCF RIA Services, WPF, XNA, COM Interop, Microsoft SQL Server 2008 R2, Amazon .NET SDK, Amazon S3, Amazon SimpleDB, DevExpress, Html Agility Pack, Awesonium.NET, Javascript, jQuery, HTML5, DOM, XML, XPATH, JSON, RESTful Services, Actionscript, Bytescout Flash Compiler, Visual Studio 2008/2010, Microsoft Expression Studio, Windows Server 2003, IIS 7.0, Ubuntu, Apache, PHP, VMWare, Adobe CS5, Dynamsoft Source Anywhere.



Lead Software Engineer

Perpsective Labs

Jan 2004 - Apr 2005 (1 year 4 months)

Lead software development at a separate company based around project work at AGT.

Developed software system for many to many real-time data collaboration.

Organized and led small software team on aggressive development schedule.

Developed and deployed software to several companies including military training facilities.

Technical Environment – C#, Managed C++, C, Java, Java Applets, VB, .NET 1.1/2.0, ASP.NET, Web Services, Remoting, ActiveX, COM, XML, HTML4, Visual Studio 2002 - 2005, Windows Server 2003, IIS 5.0 – 6.0, SQL Server 2000 – 2003, MPEG-4, GSM, H264, VNC RFB protocol, RDP Protocol, TCP/IP, Sockets, Source Safe.

Senior Research Scientist

Applied Global Technologies (AGT)

Nov 2001 - Dec 2003 (2 years 2 months)

Designed and implemented software collaboration systems that allowed Web, desktop, and video systems to seamlessly share data using .NET Framework and ASP.NET.

Invented a system and method for sharing, viewing, and controlling multiple information systems (Patent Application 20040103151).

Co-invented a system and method for interacting among videoconferencing endpoints (Patent Application 200410973008).

Technical Environment – C#, Managed C++, C, Java, Java Applets, VB.NET, .NET Beta1/1.1, Remoting, ActiveX, COM, XML, HTML4, Visual Studio 2002 - 2003, Windows Server 2000-2003, IIS 5.0 – 6.0, SQL Server 8.0, MPEG-4, GSM, H.264, VNC RFB protocol, RDP Protocol, TCP/IP, Sockets, Source Safe.

CS Teaching Assistant – Systems and Networks

Georgia Institute of Technology

Jan 1999 - Oct 2001 (2 years 10 months)

CS Teaching Assistant – Systems and Networks.

CS Teaching Assistant – Introduction to Programming.

Assisted grading ANSI C system and networking projects.

Helped students learn basic computer concepts such as system architecture design, device controllers, threads, and reliable transfer control protocols. Produced graphics and teaching aids that demonstrate core computer science fundamentals.

Technical Environment – Java, C++, C, Smalltalk, PHP, Motorola 6800, VB, Compact VB, Unix, Linux, GCC, Open GL, Lex & Yacc, Visual Studio, TCP/IP, Sockets.

Education

Georgia Institute of Technology

BS, Computer Science

1997 - 2001

Graduated with Highest Honors. Placed on the Dean's List for every semester/quarter in attendance.

Completed the CO-OP program with National Cash Register (NCR) working on the Decisionet wireless supermarket pricing system. Completed senior project with Siemens working on a technicians interface for a Universal Edge 9000 DSL node.

Licenses & Certifications

Unity Essentials Pathway - Unity

Unity Mobile AR Development - Unity

Skills

Honors & Awards

Technology and Engineering Achievement Emmy® Award for Phonetic Indexing and Timing. - National Academy of Television Arts & Sciences (NATAS)

Sep 2015

Press Release: Nexidia Honored With Technology and Engineering Emmy® Award

ATLANTA - Sept. 8, 2015 - Nexidia, a leading developer of dialogue and audio analysis products and technologies, today announced that it has been honored by the National Academy of Television Arts & Sciences (NATAS) with a Technology and Engineering Achievement Emmy® Award for Phonetic Indexing and Timing.

<https://www.youtube.com/watch?v=6Z9UNWp7vTQ>

Best of IBC - TVBEurope

2013

Best of IBC award from the editors of TVBEurope

<https://www.tvtechnology.com/the-wire-blog/thewireaspxentryid1590addview>

IBC Daily Award - The IBC Daily News

2013

IBC Daily for both Nexidia Dialogue Search and Nexidia QC

<https://www.tvtechnology.com/the-wire-blog/thewireaspxentryid1590addview>

STAR (Superior Technology Award Recipient) Award - TV Technology Europe

2013

STAR (Superior Technology Award Recipient) Award from the editor of TV Technology Europe

<https://www.tvtechnology.com/the-wire-blog/thewireaspxentryid1590addview>

Design and Innovation Awards from the IABM - IABM

2013

Nexidia won IABM Design and Innovation Awards for both Nexidia Dialogue Search and Nexidia QC, marking the first time that a single company has won two IABM Design and Innovation Awards in the same year. Nexidia was also named in one of the "What Caught My Eye" sessions, the hugely popular sessions that offer delegates recommendations on where to start their journey through the vast exhibition halls of IBC. The "Looking for Blue Skies" session called attention to Nexidia QC as one of the cutting-edge technologies that will have an impact on media technologies in the near future.

<https://www.tvtechnology.com/the-wire-blog/thewireaspxentryid1590addview>