Joseph T. Rohde
Snoqualmie WA 98065
Joe.Rohde@GMail.com - Code Samples (joerohde.github.io)

Leading design and development efforts in client or full stack products that are geared towards end user benefit. Have previously worked on Steam, C# Compiler, MSVC Compiler, and HBOMax.

W ORK EXPERIENCE

HBO (Time Warner [AT&T] -> Discovery)   *12/16 – Present*
Seattle, WA

Senior Staff Engineer.

Cloud Services Software: Designed and implemented an experimentation service on an AWS infrastructure. Provide edge endpoint to HBO clients to retrieve experimental features list and enrollment status. Designed and oversaw implementation of secondary back end service processing our data pipeline analytics and results measurement.

Client Software: Implement and maintain abstraction layer to custom React-like JS DOM for HBO Go/Now/Max. Includes Java V8 engine with JNI bridge for android. Swift Layer for Apple, and browser web variants for PS4, UWP Xbox, and Tizen.

Designed and lead team development 'bootstrapper' effort. Allows for hot swap/load of JS HBO stream apps without updating from App Stores.

Microsoft   *1/12 – 10/16*
Redmond, WA

Software Developer. Microsoft Office for iOS and OSX. Primarily working with the font subsystems resolving issues around Windows vs OSX CoreText font API differences.Additionally working on the product licensing system.

Software Developer. Design and implementation of a sharding system for distributing databases that follow a many-read many-write pattern for the products in the Bing advertising group. The system is a slight variation of consistent hashing so as to enable resizing the sharding environment with reasonably minimal perturbation of pre-existing data.

Valve Software   *7/09 – 11/12*
Bellevue, WA

Software Developer. Implemented Windows features in the Valve Steam Client. Owned or contributed to a significant portion of the work to bring Steam to the Mac OSX. This includes DRM, Anti Cheat, performance optimizations, in-game video overlay, and retail installation.

SNAPin *(purchased by Nuance Communications)*   *7/06 – 7/09*
Bellevue, WA

Director, Client Development. Design and lead development team in shifting script execution from a parse interpreter to a bytecode based engine. Allowed for multiple application execution, improved performance, reduced memory pressure and be well behaved in smaller cooperatively multitasking environments.

Redesign the mobile device abstraction layer to decrease time to market when porting product to new device environments.

<u>Senior Software Developer.</u> Implemented improvements and extensions of ECMAScript engine implemented in C++ targeting mobile phones. Tasks completed include:

Authored a high level remote ECMAScript debugger in Eclipse. Supports on-phone execution of script with breakpoints; step in/over/out; variable inspection and full call stack.

Microsoft   *6/98 – 8/08*
Redmond, WA

Average Rating: 3.92

<u>Tech/Dev Lead</u> in VS Team Ssystem Test SKU.

Owned and created automatic test generation product. Redesigned test code generation to run against an abstracted type system supporting C#, VB and C++. Designed a robust mechanism for accessed private members of types at test runtime. Designed system that drives the synchronization of the VS Type System and the VSTS Test View of current Unit Tests. Drive VSTS Unit Testing adoption within DevDiv.

<u>SDE/T Lead</u> in Visual Studio

Code Profiler. Technical leadership of test efforts for Visual Studio's code and performance profiler for x86, x64, and MSIL technologies. In addition, team ownership of code coverage engine technologies for the same platform architectures.

VC++ Optimizer/Code-Generation back end team of the C++ compiler. Drove validation and features for SSE and SSE2 floating point code generation in x86, which had been a cut feature before I came on-board. Drove validation /GS security work. Coordination of cross team efforts on emerging x64 and Itanium efforts.

VC++ MFC & ATL Libraries. Responsible for coordinating development of new testing; coordinating service pack releases; porting to ia64; and individual reviews in the group.

<u>SDE/T</u> in Visual C++ and C# Group

Authored test automation for both products.

C# Created execution harness for test automation of the first C# compiler. Member of initial language design team.

C++ Parser. Designed and Implemented test suites for attribute testing in the front end of the compiler. This included the attribute infrastructure as well as all embedded IDL attributes.

E DUCATION

The Ohio State University   *1986 - 1991*
Columbus, OH

BS/CIS, Computer Science, March 1991, GPA 3.6 Core in the college of Engineering; 3.1 Overall.

A DDITIONAL INFORMATION

Obtained DOD Secret level clearance while working for Battelle Memorial Institute from 7/90 to 5/91.

Proficient in Typescript, Javascript, C++, C, and C#. Strong working knowledge of Java and Swift.

Extensive Programming experience with iOS/MacOS/MacOS, Android Frameworks, Win32 (single and multithreaded), and UNIX. Programming experience with React, OpenGL.