Julian Walker

(206) 384-9963
julianreidwalker@gmail.com

2103 S. Washington St.
Seattle, WA 98144

OBJECTIVE

As a freelance software engineering consultant, I'm currently interested in opportunities to work independently or with a small- to medium-sized team on cutting edge UX-centric applications.

EXPERIENCE

December 2005 - October 2010

Microsoft
Redmond, WA

Applied Research Engineer in the Bing Mobile Augmented Reality Group

- Responsible for prototyping and integrating advanced features in Bing Maps products.
- Implemented a multi-res image rendering component that's used extensively in Bing Maps and Photosynth, including the core map experience and Streetside.
- Worked cross-group to implement low-level 3D rendering functionality inside of Silverlight.
- Embedded with an external design team to prototype far-reaching 2D map design changes that were adopted by Bing Maps.
- Orchestrated two highly regarded TED talks.

Technical Lead of the Seadragon Group in Live Labs

- Set the technical direction for the Seadragon product.
- Developed many of the core features of the Seadragon SDK.
- Implemented much of the initial rendering engine used in the Photosynth CTP.

August 2004 - December 2005

Seadragon Software
Seattle, WA

Seadragon Software was a company that specialized in smoothly visualizing large amounts of graphical data. It was purchased by Microsoft in 2005.

Software Development Engineer

- Developed a large portion of the core functionality that demonstrated and advanced the Seadragon technology.

2003 - August 2004

UrbanSim
Seattle, WA

UrbanSim is a simulation system for supporting the planning and analysis of urban development.

Software Development Engineer

- Developed Java-based statistical models and data ingestion tools.

SKILLS & TECHNOLOGIES

- 2D and 3D graphics programming with OpenGL, Direct3D, and XNA.
- C#, C++, Objective-C, Javascript.
- HTML, HTML5, CSS, Silverlight, WPF, iPhone.
- Extremely strong communication skills, pragmatic approach to software development, and an ability to work at all levels of a software stack.

EDUCATION

2000 - 2004

University of Washington
Seattle, WA

- B.S. in Computer Science
- Minor in Statistics
- 3.8 GPA