

# Rob Corell

## Software Architect

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## Skills

<i>Leadership</i>	Architect/manager/coder on more than a dozen new projects from inception to success
<i>Technical</i>	Full-stack web services, API design, networking, Node/JavaScript, C++, Ruby on Rails, Java, metadata, cross-platform and multilingual development
<i>Communication</i>	Published author, experienced public speaker, skilled at remote presence and achieving consensus. I pride myself on being easily approachable and accessible even while meeting aggressive goals
<i>Process</i>	Project manager, Scrum Master

## Experience

### Signpost - *Software Engineer III*

2013 - 2017

#### Signpost webapp

Automates email tasks for merchants, provides a dashboard to view their progress and maintains a unified database of customers including transactions and communications

*Programmer* - Node, AWS, Ruby on Rails, Heroku

#### Control

Internal tool for customer service and PM to manage accounts

*Team lead* - Node, AWS

### PayPal - *Senior UI Developer*

2011 - 2013

#### Log In with PayPal

Single sign-on commerce identity

*Coder* - JavaScript/Node, Java, Spring and Linux

**Traitwise - Chief Technical Officer**

2009 - 2011

Traitwise.com

Crowdsourced survey engine with automated analytics. Collaborated with Bill Press, the president of the AAAS, author of the Numerical Recipes series and other  
Coder - JavaScript/Node, Java, Spring and Linux

**Adobe Systems - Senior Software Architect**

1997 - 2008

Photoshop Express Online photo editing, organizing and storage  
Architect - Flash, Flex and AIR

Photoshop.com Photo editing and storage site  
Server architect - CentOS, nginx, C++ , Ruby, Merb, MySQL, nginx

Ozzy Massive cloud file storage  
Consulting architect - Slackware, lighttpd, C++

Adobe Bridge Adobe's file browser and metadata manager  
Platform Architect of Bridge CS2 - C++ Windows/Mac  
Architect of Bridge CS3 - C++ Windows/Mac

BridgeTalk Inter-app communication for all Adobe products  
Architect - C++ Windows/Mac, ExtendScript (Adobe's ECMAScript)

Version Cue Version control for non-programmers  
Technical Lead - C++ Windows/Mac

WebAccess Cross-platform HTTP, SSL, WebDAV and FTP support  
Architect - C++ Windows/Mac, using libwww and OpenSSL.

CreatePDF.com Adobe's first web service; converts files to PDF  
Architect - C++, Perl, JavaScript.

Acrobat 5.0 Dynamic integration of back-end web services  
Plug-in and Server Architect - C++ Windows/Mac/Ubuntu, Perl

Capture 3.0 Graphics libraries, OCR to HTML  
Programmer - C++ Windows/Mac  
Received a U.S. patent for HTML conversion of scanned documents

ADAM Scanner library for Acrobat and Photoshop  
Architect - C++ Windows/Mac

**Brute Force Games - Chief Technical Officer** 1996-1997

Delvers Isometric action/fantasy game  
Architect - C++ Windows

**Simtex / MicroProse - Project Lead, library programmer** 1995-1996

Agents of Justice Turn-based superhero squad combat game  
Project Lead - C++ Windows

Master of Orion II 4X turn-based strategy game  
Network and Graphics programmer - C++ Windows

**Origin Systems - Programmer** 1993-1995

<u>Crusader: No Remorse</u>	Sci-fi isometric action game
<u>Ultima VIII</u>	Fantasy isometric role-playing game
<u>Wing Commander Armada</u>	First networked space-combat game
<u>Wing Commander Academy</u>	Mission-generator space-combat game
<u>Programmer</u> - C++ Windows	

**University of Texas at Austin - B.S. in Computer Science** 1988-1992

Member of the ACM, studied AI under Bruce Porter (now Chairman of the Department of Computer Sciences)

## References

Tim Margheim, Services Team Lead, Signpost  
Zack Simpson, Founder of Appsoma and Traitwise, Research Fellow at UT  
Dan Brotsky, Fellow/Chief Architect, Adobe  
Arno Gourdol, Senior Director of Product Development, Adobe