Rob Corell
Software Architect

rob@robcorell.com
512.656.2144
4700 Guadalupe, A-433
Austin, TX, 78751

.

Skills

Leadership	Architect/manager/programmer on more than twenty large projects from inception to success
Technical	Full-stack web services, API design, networking, Node/JavaScript, C++, Ruby on Rails, Java, metadata, cross-platform and multilingual development
Communication	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.
Process	Project manager, Scrum Master

Experience

Signpost - *Manager, Software Engineer III*   2013 - 2017

Control
Internal tool for customer service and PM to manage accounts
T*eam lead* - Node, AWS

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

PayPal - *Senior UI Developer*   2011 - 2013

Log In with PayPal
Single sign-on commerce identity
Programmer - JavaScript/Node, Java, Spring and Linux

Traitwise - *Chief Technical Officer*   2009 - 2011

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

Adobe Systems - *Senior Software Architect*   1997 - 2008

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

Crusader: No Remorse   Sci-fi isometric action game
Ultima VIII   Fantasy isometric role-playing game
Wing Commander Armada   First networked space-combat game
Wing Commander Academy   Mission-generator space-combat game
Programmer - 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