

Rob Corell

Software Architect

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Skills

<i>Leadership</i>	Architect/manager/programmer on more than twenty large 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

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
Programmer - 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