RUSSELL FRANK

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EXPERIENCE

Rutgers, The State University of New Jersey • Open Systems Solutions • Piscataway, NJ

Application Developer — January 2012 - Present

Student Systems Programmer — January 2010 - December 2011

- Algorithm design and implementation of the official Rutgers University Mobile Application, targeting iPhone, iPad, and Android devices utilizing the Appcelerator Titanium framework.
- Debugging the open source Objective-C core of the Appcelerator Titanium framework and submitting patches to improve the project.
- Designing, implementing and maintaining the server side data aggregation components which gather information for display by the Rutgers University Mobile Application.
- Providing the initial research and development of open source software for enterprise-level servers throughout Rutgers University.
- Being part of a team responsible for building and maintaining RPM packages used throughout a user community of over 70,000 faculty, staff and students.
- Authoring user utilities, plugins, and a custom Rutgers branded theme for a customized version of the Roundcube Webmail Client.

Music Application • Burst Development • Warren, NJ

Co-founder, Co-developer, System Administrator — June 2007 - Present

- Designing, implementing and maintaining the Music Application, a Facebook application allowing users to post music to profiles
- Designing, implementing and maintaining a server infrastructure to handle the 2 million users and 40 request per second load generated by the app.

Sachs, Maitlin, Fleming & Greene • West Orange, NJ

Web Developer, Office Technical Support — January 2005 - July 2011

- Designing and maintaining a web page for the firm.
- Supporting custom database software products in use by the firm for tracking case information.
- Diagnosed and addressed workstation and server problems.

Team 41 Robotics • First Robotics Competition • Warren, NJ

Lead Developer — September 2007 - June 2009

- Participated in the First Robotics Competition (FRC) Regionals New Jersey & New York in both 2008 & 2009; Participated in the FRC Nationals in 2008
- Designed and implemented a blob detection algorithm in C for image processing and artifical intelligence.
- Designed and implemented a depth perception algorithm which measured the distance from an object by utilizing stereoscopic vision.
- Won the FRC regional in New York and moved on to the National Competition in Atlanta, Georgia for the 2008 FRC season.

COMPUTER SKILLS

Programming Languages	C / C++ • Java • Python • Latex • *sh • x86 Assembler
Web Technologies	PHP 4&5 • Javascript • Coffeescript • Node.js • jQuery • MySQL • HTML5/CSS
Linux Distributions	Debian • Ubuntu • CentOS • RHEL • Fedora • Slackware
Additional Skills	RPM Building • UNIX toolchain • LaTeX • Matlab / GNU Octave

EDUCATION

B.S. in Computer Science	expected in 5/2013
B.S. in Mathematics	expected in 5/2013

References Furnished Upon Request