

6313 Walnut Hills Drive
Austin, Texas 78723



EMPLOYMENT

Software Engineer, Hypori - Austin, Texas, *Jun 2020 – Apr 2023*

Full-time Android developer for the Hypori client app, arguably the most secure app in the world. Implemented OIDC, security updates to OCSP-Stapling, provisioning, authenticating, and authorizing. UI expert and primary bug squasher.

Software Engineer, Under Armour/projekt202 - Austin, Texas, *Dec 2018 - Mar 2019*

Contracted to implement special Gym Workouts feature on the world-famous *Map My Fitness* app. Worked within a hybrid MVC/MVVM (using Dagger2) environment implementing custom expanding RecyclerViews with multiple animations on a project with extensive use of unit testing and peer reviews.

Android Consultant, Think Voting - Austin, Texas, *2017*

XML and UI consultant for Android version of ground-breaking voting assistant app. Debugged user interface elements using Android Studio. Resolved XML/Java issues and solved video and mapping conflicts.

Lead Software Engineer, Consensus Productions - Austin, Texas, *2016*

Researched and designed UI and innovated new technologies for multi-platform product. Created *all* android code. App start-up based on SMS events. Extensively modified animated RecyclerViews to allow users to create their own custom views and forms.

Software Engineer, Whole Foods Market - Austin, Texas, *2015 - 2016*

Designed, documented, implemented, and maintained all aspects of an Enterprise-level Android app with dozens of third-party libraries. Specialized in UI/X and debugging, modifying entire app's look-and-feel to fit Google's Material Design specs. Build master for dev and release versions.

Android Contract Programmer, Self-employed - Austin, Texas, *2013 - 2015*

Designed and implemented applications for the Android family of mobile devices, including the *Hyde Park Gym* app (available for at <http://play.google.com/store/apps/details?id=com.sleepfuriously.hpgworkout>). Extensively used SQLite and custom UI elements.

Senior Lead Programmer, VR-I - Boulder, Colorado, *2001*

Technical lead for MMORPG *Lost Continents*. Responsible for the master tool used to create and edit all game data. Lead team of five programmers, eight artists, and three designers. Integrated SQL database with C++ code.

Lead Field Engineer/Customer Support Director, Criterion Software Ltd. - Austin, *2000*

Director of technical aspects of all sales and customer support for North American Region for RenderWare customers. Provided expert customer service for 3D graphics and physics library used by game programmers.

Lead Programmer, KO Interactive - Pittsburgh, Pennsylvania, *1999 - 2000*

Lead programmer and designer for USCF chess game for kids, *Chessmates*. Created user interface and programmable system for creating interactive chess tutorials.

Senior Software Engineer, The Logic Factory - Austin, *1998 - 1999*

Responsible for designing, planning, and implementing MMORPG *Seeker*. All tools and technologies developed in-house.

Responsible for designing, planning, and implementing MMORPG *Seeker*. All tools and technologies developed in-house.

Software Engineer, Cycorp Inc. - Austin, 1997 - 1998

User-Interface Specialist (Java & lisp) for world-famous Cyc, Artificial Intelligence. Responsible for lisp-to-html system (one of the first dynamic web systems in the world). Built UI that visualizes Cyc “thinking”.

President, Tom Bombadil's Software Emporium & House of Curiosities - Austin, 1994 - 1997

Founded, organized, and directed an award-winning game, *Get Lost!* Created 3D graphics library, CAD system for drawing mazes, font editor, sound card conflict detectors, graphics optimizer, error reporting system, and 13 other tools as well as the game itself.

Software Engineer, Origin Systems - Austin, 1992 - 1994

Worked as **Lead Programmer** (*Wing Commander III 3DO*, *Strike Commander CD*, and *Strike Commander Tactical Ops 1 and 2*), team programmer (*Strike Commander*), and library programmer. Created device drivers for first generation CD-ROM game, frame-difference-based compression for animations, smart installation program, and artificial intelligent music system (NIM) for matching music to quickly changing game states.

E D U C A T I O N

Bachelor of Arts in *Computer Science*, University of Texas at Austin

Minors in *Mathematics*, *English*, *Psychology*, *Music*, and *Linguistics*.

Philosophy, University of North Texas, Denton

Music Composition, New England Conservatory of Music, Boston

A P P S

Biggs' Dollar Game – Puzzle game with user-generated graphs and custom animated buttons. https://play.google.com/store/apps/details?id=sleepfuriously.com.biggsdollargame&hl=en_US

Hyde Park Gym Workout Tool – tracks and graphs workouts for multiple clients. <https://play.google.com/store/apps/details?id=com.sleepfuriously.hpgworkout>

Biggs' Consensus Builder – prototype for large-scale meeting organizer. Allows the user to create their own questionnaires on the fly. https://play.google.com/store/apps/details?id=com.consensus_builder.consensusbuilder

Biggs' Trippy Tic Tac Toe – well-known game with psychedelic 3D graphics. https://play.google.com/store/apps/details?id=com.sleepfuriously.trippy_tictactoe

S K I L L S

Awards

StackOverflow score of over 10,000 (mostly android)

Grand Prize, “36”, Grander Film Festival

Best Comedy, “Girl Talk”, East Texas Film Festival

MacArthur Fellows Program, nominee, 2001

Game of the Year Nominee, *Get Lost!*, Association of Shareware Professionals 1997

Programming Experience:

Android, Java, Kotlin, Android Studio, Eclipse, C/C++, HTML, XML, CSS, RESTful, JavaScript, Lisp, Python, Ruby, Assembly (various), Modula-2, Pascal, Ada.

Business Tools:

Git, Atlassian products (Jira, Confluence, etc.), Microsoft Office (Word, Excel,

Business Tools:

Git, Atlassian products (Jira, Confluence, etc.), Microsoft Office (Word, Excel, PowerPoint, etc.), Gimp, Inkscape, Photoshop, Illustrator, Final Cut Pro, Premiere.

Public Domain/Free Programs

- *biggs's trippy tic-tac-toe*. Android 3D game using OpenGL ES
- *biggs's Movie Calculator*. Android SMPTE calculator.
- *biggs's stopwatch*. Android app
- *Attacks* strategy computer game. Uses chess-like AI. (*Modula-2*, Amiga)
- *Makeme/Breakme*. Key-based text encryption/decryption--medium security. Legal to export outside US. (C++, portable)
- *T-Mycin* Expert System (*Lisp* on HP Unix/Lisp workstations)
- Detailed MIPS emulator. (C, portable)
- *Core Wars*. Computer virii compete for survival. (C, Amiga)

Miscellaneous

- Passionate public speaker and teacher.
- Classically trained musician (*see* EDUCATION)
 - Founder Perpetual Motion Quintet
 - Assistant Conductor, Austin Philharmonic Symphony
 - Piano, Voice, Bassoon (lessons available)
- Dancer (modern, Argentine tango, lindy hop, etc).