**Sydney Randall Polk**

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**SUMMARY**

* Seasoned software developer and manager with experience in all aspects of software development.

**EDUCATION**

Rice University, Houston, Texas - Bachelor of Arts in Computer Science, 1988.

**EMPLOYMENT HISTORY**

**Spawn Labs, Austin, Texas**

**QA & Release Engineer Manager,** September 2012-present

* Established builds of custom Android operating system and applications using Jenkins, git, and the repo command.
* Established builds of custom embedded Linux operating system using Jenkins, git and yocto.
* Developed automation of RESTful network services using vagrant, virtualbox, and ruby.

**Rock Systems, Durango, Colorado**

**Consultant – iOS development,** May 2012-August 2012

* Audited, documented and made recommendations for source code for AudioAir, an iOS app distributed by Airborn Media Group.
* Development work for AudioAir for iOS, including bug fixes, memory leaks, performance improvements, refactoring and new feature work.
* AudioAir v1.3 was deployed to Apple App Store in September 2012.

**Coverity Software, San Francisco, California**

**Senior QA Manager and QA Architect,** July 2008-May 2012

* Built and managed offshore quality team in Odessa, Ukraine, for all GUI products.
* Developed automation for large-scale testing of Coverity Static Analysis, testing performance and correctness with 43 source-code projects, resulting in a 20% across-the-board performance increase.
* Drove the design and construction of automation to test analysis tools on 15 host platforms, exercising several thousand tests.

**Lombardi Software (now IBM), Austin, Texas**

**QA Manager**, May 2006-June 2008

* Managed team of 3-5 QA Leads, who managed quality teams for Lombardi’s enterprise products for Business Process Management, Teamworks and Blueprint.

**Apple Computer, Cupertino, California**

**Xcode Tools QA & Integration Manager**, April 2001-April 2006

* Managed a team of 3 engineers in charge of verifying quality in cross-functional areas of the Xcode Tools distribution, the developer tools for Mac OS X. This included integration of the tools with each other, with the operating system, with applications across Apple, and in the field with developers.
* Verified the correctness of new versions and new architectures of gcc, Xcode and linker by building side versions of Mac OS X, including both diagnosis of build and runtime failures and working with project teams to correct them.

**Red Hat, Inc./Cygnus Solutions, Sunnyvale, California**

**Engineering Manager**, November 1997-April 2001

* Managed 10 remote engineers assigned to several developer tools projects, including gcc and gdb and Source-Navigator.

**Sun Microsystems Laboratories, Mountain View, California**

**Member of Technical Staff**, March 1996 to November 1997

* Member of development team for Tcl/Tk, a popular cross-platform scripting environment.

**Claris Corporation (now FileMaker, Inc.)/StyleWare, Inc., Santa Clara, California**

**Software Engineer**, December 1987-March 1996

* Member of development team for FileMaker Pro for Mac and Windows.
* Member of development team for AppleWorks GS for the Apple IIGS.

**SKILLS**

C, Objective C, Java, SQL, Perl, Tcl, Ruby, C++, Xcode, Eclipse, iOS, Unix, Linux, Windows, Visual Studio, cvs, Subversion, Perforce, git, Bitkeeper, gcc, Jenkins, VMWare, Cocoa, Bugzilla, JIRA, yocto, repo, vagrant, VirtualBox.

**REFERENCES**

References, including supervisors, peers, and subordinates, are available upon request.