

George Mauer

Contact Info

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My career objective is to continue on the long path of becoming a software development super-star

Skills

Programming: C#, Javascript, PHP, PL/SQL, HTML, CSS, Powershell, Ruby, TSQL, ASP VbScript, Matlab
Idioms: Fluent in Russian, proficient in Spanish
Tools: NUnit, Windsor Container, Rhino Mocks, ASP MVC, JQuery, Firebug, Subversion, Toad, Gimp, Inkscape, Trac, S#-Architecture, XUnit.NET, WatiN, git, MSTest, NHibernate
Buzzwords: SOLID, TDD, BDD, DDD, Agile, OOD, Project Management, Technical Presentation

Experience

Lead Software Developer / Systems Architect (August 2007 – Present)

Westway Holdings (www.westway.com), New Orleans LA

Designed and developed applications in ASP.NET and WinForms for a large multinational corporation. Refactored legacy code to be more compliant with principles of loose-coupling and separation of concerns. Built relationships with and managed an outsourced team using concepts adopted from Agile. Instituted previously lacking source control, issue tracking, and test driven development policies. Software development duties spanned all stages of the software lifecycle: gathering of requirements, discussions with domain experts, system architecture, iteration planning, management of developers, implementation, testing, quality assurance, administration, and the gathering and assessment of feedback. Duties also included database administration, dealing with clients, and management of a single intern.

Freelance Web Developer (January 2007 – Present)

Consulted customers on requirements and system design. Built software on PHP/MySQL and .NET/SQL Server platforms. Was instrumental in the timely launch of an Account Planning Facilitator used by 17,000 sales-people worldwide. Created a simple CMS used by <http://armante.com/>.

Web Application Developer (January 2006 – May 2007)

Mudbug Media (www.mudbugmedia.com), New Orleans LA

Developed web applications through a daily use of PHP and ASP. This was typically integrated with Oracle or MySQL. Responsibilities included full-blown site and database design, documentation, and some light graphic design. Projects were typically done solo or in small teams and ranged the full software development lifecycle.

Research Assistant in Image Processing and Analysis (September 04 – September 05)

Advanced Missile Defense Research Group, Tulane University

Contributed to all phases of a project for the automation of land surveying through the use of LIDAR (Laser Imaging Detection and Ranging) and other publicly available data.

Activities

Leader of New Orleans .NET Usergroup: In charge of recruitment, speaker selection, organization, advertising, etc.

Presenter on C# and softman craftsmanship concepts: Presented on Lambdas, TDD, DDD, and Dependency Injection.

Participant in local and virtual tech community: gncode, RubyBayou, Virtual Alt.Net, Net-Squared New Orleans.

Committer to Open Source Projects: CastleContrib (OptionalPropertyInjectionFacility). log4netContrib (GrowlAppender).

Author of GIM.Quantities OSS project for an extensible library for handling quantities in .NET.

Other: Co-founder Resultsoft LLC (now defunct); Presented at the 2006 AAAI Conference on Human-Robot Interaction; Research Stipend for Graduate School; Tulane Distinguished Scholar; Awarded a Jiu-Jitsu blue belt by Rodrigo Gracie.

Projects

Principal Co-Investigator in SBIR Grant Proposal for Resultsoft LLC (December 2006 – January 2007)

Co-founded Resultsoft LLC and authored a Small Business Innovation Research (SBIR) Grant proposal to the Institute of Education Sciences (IES) for Project WorldPlay. This would be an educational videogame capable of using specific modern game-design concepts capable of rousing student interest in mathematics to an unprecedented level.

Thesis: SEGWORK - A Matlab Framework for Image Segmentation (August 2006 - August 2007)

Developed a set of Matlab libraries and an application for processing of LIDAR airborne laser scanner data. This involved extensive academic research into trends in image processing as well as the implementation of many of these into small modules capable of interacting easily with each other.

Education

Tulane University
New Orleans, LA
Masters of Science in Computer Science – GPA: 3.904
Bachelor of Science in Computer Science, Minors in Mathematics and Philosophy