

## Skills

**Strong:** JavaScript, JQuery, Bootstrap, HTML5, PHP, C.

**Experienced:** CSS3, AngularJS, Angular Material, Node.js, Python, C++, assembler.

## Projects and Applications

### **DoubleDateOC** ([Live](#) | [GitHub](#))

- A couples-matching site to allow people to register to find other couples to share activities with.
- Implemented as an HTML / JavaScript / AngularJS front end interfacing through Web APIs to a PHP back end operating on a MySQL database.
- Done as part of a three-man team, where my role was the Angular services, PHP, and MySQL.

### **Depp Man Walking** ([Live](#) | [GitHub](#))

- A Johnny Depp role-matching card game implemented in **HTML / CSS / Bootstrap / JavaScript**.
- Features a scrolling message marquee, YouTube iFrame for film clips, and links to external sites that change as the user matches the roles.

### **Kwantos** ([Live](#) | [GitHub](#))

- An “Are there more...?” 1 to 4-player game developed using the **Angular Material** interface.
- Multiple Angular controllers and services, accessing **Web APIs** for game data.

### **Life** ([Live](#) | [GitHub](#))

- An implementation of Conway’s Game of Life in **JavaScript**.
- Includes a variable-sized life board with **HTML** and **Bootstrap**.

### **Ever Hungry?** ([Live](#) | [GitHub](#))

- An application that ties Google map data with restaurant searches and related Flickr photos.
- Done as part of a six-man team, where my contribution was primarily in the **JavaScript** code tying together the data returned from the various web APIs for display.

### **Citation Tic-Tac-Toe** ([Live](#) | [GitHub](#))

- A literary character-themed Tic-Tac-Toe with selectable board size and win conditions.
- Includes pop-ups for teaching citation format to students.
- Done as part of a three-man team; my contribution was in **JavaScript**, game play, and local storage.

### **Calculator** ([Live](#) | [GitHub](#))

- A full-function calculator in **JavaScript** and **Bootstrap**.
- Features configurable history log and extended displays.
- Includes self-test functionality executed on startup or as demo through hamburger menu.

### **QLdirect**

- A Windows adjunct driver that ran alongside the SCSIport driver, providing multipath on Fibre Channel plus optimization, before Microsoft released MPIO and StorPort.

## Experience

### **Principal Systems Engineer - Cavium / QLogic / Broadcom**

2010 - 2016

- Provided systems support for the #3 volume customer Lenovo (nee IBM) and for other customers for Ethernet products, including release definition and management, new feature specification, problem tracking and reproduction under Windows and Linux, and release coordination with Engineering, Program Management and Test departments.
- Managed internal Wiki and SharePoint and Confluence document libraries.

### **Principal Firmware Engineer - Adaptec / Aristos Logic**

2006 - 2010

- Developed embedded RAID adapter firmware for a product that was sold in Apple and IBM environments; my role specializing in battery backup control, protocol translation (SCSI-to-ATA), and redundant configuration data management.

### **Senior Firmware Engineer - Silicon Image**

2004 - 2006

- Developed and optimized Windows software RAID driver, and hardware RAID firmware.
- Developed automated validation software for hardware RAID implementations.

### **Principal Software Engineer - QLogic Corporation**

1998 - 2004

- Designed and developed QLdirect driver under Windows to provide major product differentiation for QLogic's Fibre Channel adapters. Performed major optimization using VTune to reduce kernel driver time and improve high-end product benchmarks.

## Education

- LearningFuze Accelerated Web Development Program
- B.S. in Business Management, Pepperdine University

## Personal

I enjoy singing, acting, and dancing in various community theater venues. I have recorded three music CDs. My wife and I are part of an ongoing cooking group. We enjoy traveling the world and eating great food, and using racquetball, yoga and dance to help burn off all the calories.