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EMPLOYMENT HISTORY

ONSALE, Incorporated • Menlo Park, California

August 1997 to March 1999 • Senior Engineer / System Architect

Promoted to Senior Engineer and System Architect, responsible for high-level design. Developed major enhancements to the ONSALE system including automated credit card capture and billing, online fraud prevention, real-time order and shipment tracking, and online customer service systems. Worked with accounting department to integrate their systems with the sales and customer database. Wrote the Architecture Reference Manual (ARM) to familiarize new engineers with the overall system architecture. The ARM eventually grew to 4 volumes and 2,200 pages.

October 1996 to July 1997 • Software Engineer

Hired by ONSALE (employee #3) as senior engineer responsible for the development of web-based, real-time auction system, reporting directly to Chief Technology Officer. Ported prototype system from Sun workstation (Solaris) to PC-based platform (Windows NT). Developed and enhanced major modules to improve functionality and response time using MFC and Oracle Tools. Assisted with company's initial public offering (IPO). Became de-facto team leader as new engineers were hired.

Apple Computer, Incorporated • Cupertino, California

August 1990 to October 1996 • Software Engineer, Development Systems Group / Core Tools Group

Became an individual contributor in the Development Systems Group following the successful integration of the development and test engineering teams. Worked on several projects to enhance testing capabilities and free engineering staff for development work on MPW 3.0 and 3.1. Designed and built proof-of-concept for a fully automated test environment called "Einstein". Developed the Gestalt tool for MPW 3.2. Developed MPW-based Installer program for E.T.O. CD series. Took over responsibilities for sustaining development for CFront 3.2 after the original engineer left Apple. Became the engineer responsible for all MPW languages (C, C++, Pascal and 68K Assembler) following departmental reduction in force.

December 1987 to July 1990 • Manager, Languages Testing Group, Development Systems Quality

Hired by Apple as manager of the Languages Testing group after successfully completing contract assignment below. Responsible for supervising testing of all languages supported by Apple Development Systems group including C, C++, Pascal, MacApp™, Lisp and Assemblers for MPW, the MPWIIGS cross-development environment and APW. Support also provided for HyperTalk™ language testing. Final staff consisted of twelve programmers and software test engineers (7 employees, 5 contractors). Continued testing the MPW C Compiler and coordinated questions raised by beta-seed sites under the Adopt-A-Developer program.

May 1987 to December 1987 • Software QA Engineer (contract)

Hired under contract to test the Greenhill's C Compiler for MPW Version 2.0, then under development. Used both the Plum Hall test suite and specific test cases to validate compiler to Apple standards. Developed automated regression suite for all fixed bugs. Also validated standard C libraries and interface files to the Macintosh Toolbox ROM.

Trans Tech Services, Incorporated • Pleasanton, California

February 1987 to April 1987 • Software Engineer (contract)

Hired under contract as team leader of a three-programmer project to develop a planning and analysis tool for the line haul (long distance) trucking industry. Development environment and target was an Apollo Domain (UNIX 4.2bsd) system using Domain/Dialog for user interface design and C for implementation. Worked to develop a consistent set of user interface conventions across all of the modules in the system. Resigned after project schedule and deliverables were substantially changed.

Maxitron Corporation • Corte Madera, California

October 1985 to January 1987 • Senior Software Engineer

Worked on multi-vendor robotic cell control system for automated parts factory under contract to General Motors, Saginaw Steering Gear Division. Developed, coded and tested data link communications drivers for X3.28, X.25, DDCMP (DecNET), and EIA-484 protocols. Designed, implemented and tested new run-time configuration module for Microsoft C to enable code to run in a standalone non-IBM (80186) environment. Developed several user-friendly cell configuration tools running on the IBM PC to assist in the factory integration effort. Mass reduction of staff occurred after GM canceled the pilot project, leading eventually to a complete loss of venture capital funding for the company.

Dahlgren Control Systems • San Francisco, California

February 1984 to September 1985 • Senior Software Engineer / Team Leader

Responsible for the implementation and design review of system and applications software for new products under the direction of the VP of Advanced Development. Coordinated the efforts of three other programmers working on new product design for the *Super Wizzard* engraving system. This product required the development of a multi-tasking environment for the IBM PC with a secondary 68010 single board computer used for industrial process control of the engraving system. All new development programming done in C under the MS/DOS and UNIX operating systems. Performed major upgrade to the *Wizzard* engraving system described below which was released as the *Wizzard XL* system.

August 1982 to February 1984 • Project Programmer / Analyst

Developed and implemented a complete user-friendly front end processing system for a new engraving system that sold for $3,995.00. Wrote 45,000 lines of code in C and 8085 assembler in ROMable form under the CP/M-80 operating system as the sole project programmer. The new product, the *Wizzard*, was brought from conception to market in nine months. Worked closely with the documentation group to develop a set of consistent user interface conventions.

Took over a partially completed software project to implement an end-user digitizing system and graphic design work station, called the *LogoMaker*, for the Dahlgren System I and System II engraving machines. This program was developed in compiled BASIC for the TRS-80 Model III computer. Wrote additional

functions, redesigned the user interface and added on-line help functions. Worked closely with selected beta sites to improve operation and performance of the product. Acted as interim Logo Department manager during this project.

October 1981 to August 1982 • Logo Department Programmer / Manager

Hired as a member of a development group designing custom graphic software for engraving system users. Became the manager of a team of 4 custom graphics programmers. Worked with outside consultants to develop new graphic development hardware/software environment. Developed and implemented new job tracking and costing systems for programming effort combined with new programming productivity tools written in BASIC and Z-80 Assembler to cut development turnaround time by over 200%.

Systems Concepts, Incorporated • San Francisco, California

August 1979 to October 1981 - CAD System Programmer

Hired to work on proprietary schematic capture CAD system to produce final schematics and PCB designs from hand written designs. Wrote utility programs to aid in checking final prints and wire-lists. The CAD System was written in LISP running on a DEC PDP-10. Supervised three CAD system programmers working on in-house printed circuit board designs. Developed new parts library and maintained existing support utilities for CAD system. Acted as backup system operator for PDP-10 mainframe running TOPS-10 OS; responsible for daily startup, weekly backup and crash recovery.

EDUCATION:

University of California, Berkeley - Bachelor of Arts degree received June 1979. Additional course work and seminars in Electrical Engineering/Computer Science (list available upon request).

LANGUAGES AND OPERATING SYSTEMS:

C, C++, 680X0, X86, Z-80 assembler, BASIC, Forth, Pascal, MacApp™ and HyperTalk™

MacOS, UNIX (4.2bsd and System V), CP/M (80/86/68K), MS/DOS (PC/DOS)

PROFESSIONAL AFFILIATIONS:

Association for Computing Machinery (ACM) • Member of SIGGRAPH (Computer Graphics), SIGART (Artificial Intelligence) and SIGCHI (Computer and Human Interaction) Special Interest Groups • Member since 1985.

Institute for Electrical and Electronic Engineering (IEEE) Computer Society • Member since 1984.

HOBBIES AND PERSONAL INTERESTS:

Woodworking and home improvement • N-Scale model railroading • Theatrical Lighting , Set and Sound design • Reading and collecting science fiction

PERSONAL AND PROFESSIONAL REFERENCES:

Available upon request.