

Elias Ross

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Summary

Architect or technical-lead developer with over fifteen years of experience developing distributed enterprise services, database and personal computer applications, development tools, open source solutions, and technical designs. Highly capable, self-motivated, team player versed in Java and C++, in both UNIX and Windows environments. Able to speak and write Japanese.

Employment

VERISIGN (ACQUIRED AS M-QUBE)
Software Architect, 2002–2006

Boston, Massachusetts

Developed a distributed premium messaging billing platform for all major U.S. and many Canadian carriers. Sole author of critical messaging delivery components for m-Qube, including SMS, IM, SMTP. Helped take the company from 20 people to over 200.

- Designed, built, maintained an SMS/SMPP messaging server called "SMS Gateway", which delivered \$85 million in premium messaging for 2005. Created a custom language to support SMPP routing and connectivity for over 100 connected customers. System is capable of 3000 standard-rate message deliveries a second. Also, designed a billing server which can process and deliver 200-300 billing or subscription messages per second.
- Wrote scripts and harnesses for testing a 3-4 node trial configuration for performance qualification with Verizon Wireless. Built tools for estimating SMS throughput for high-speed ITV (interactive TV) voting.
- Developed a "dialog XML" language (similar to voice XML) and plug-in system for handling stateful conversations for SMS and other messaging services.
- Recognized contributor to the JBoss project, specifically features for the JBoss MQ (messaging) and JBoss Cache products. Additionally, a contributor of numerous bug fixes and support for other free software projects.

OPENWAVE

Bellevue, Washington

Senior Software Developer, 2000–2002

Responsible for creating components to support enterprise-level services for determining mobile handset presence and location. Responsible for own unit-testing, end-to-end testing, technical requirements and design documents.

- Assisted developers in two teams simultaneously; often reassigned to support tasks that were behind schedule. Mentored UI team in UNIX, PHP, JSP, and Java.

- Completed two patent applications on document compression (both awarded in 2005) and received recognition for three other invention submissions.
- Created an XML pull-parser and XML-RPC library, to support streamed XML document delivery. See <http://e-xml.sf.net>

Software Developer 1999–2000

Used and leveraged existing components to build instant messaging application. Used mobile protocols and network simulators for delivery. Learned to write detailed design documentation and specifications based on non-technical customer requirements; used UML and the Unified Process. Consistently finished all tasks ahead of schedule. When free, assisted mobile phone interface team.

BELLEVUE COMMUNITY COLLEGE
Instructor, 2001–2002

Kirkland, Washington

Part-time computer instruction, teaching UNIX. Responsible for creation of course materials and content.

CATDADDY GAMES
Software Developer, 1998–2000

Bellevue, Washington

Responsible for programming and helping deliver various games and building a 3D game engine. Helped complete the game “Full Strength Challenge” as one of two developers.

- Sole and lead developer for UI, network components, sound, input, and 3D model export utilities.
- Ported Windows network match server to Linux.
- Designed and implemented prototype 3D vehicle game.

BERLITZ
Teacher, 1998

Sendai, Japan

Taught private English lessons to business clients. Learned the Berlitz language teaching approach.

STARWAVE (PRESENTLY GO.COM)
Intern, 1996–1997

Bellevue, Washington

Worked with the online commerce division to develop database system for commerce transactions. Later transferred to work with online fantasy sports games (pre-Servlet, but Java-based). Sole author of utility software for scheduling services, live systems monitoring, bug-tracking, etc. Learned Java, Perl, ASP, SQL, etc.

STEEL SILHOUETTES
Computer Consultant, 1994–1997

Seattle, Washington

HTML authoring, custom software for industrial machine, systems troubleshooting.
Refer to www.steelsilhouettes.com

Education

UNIVERSITY OF WASHINGTON
1995–1999

Seattle, Washington

Awarded Bachelor of Science degree. Major in applied computational math science. Dean's list.

TOHOKU UNIVERSITY
1997–1998

Sendai, Japan

Exchange student in Japan. Part-time research in Japanese character recognition, focus on language skills.

Technologies

Java 8 years. JUnit, J2EE, JDBC, XML, JNDI, Servlets, Code Coverage.

C/C++ 4 years. Solaris cc, gcc, VC++, STL, POSIX.

UNIX 10+ years. Solaris, Linux, FreeBSD.

Windows Many years. DOS, Windows NT, XP, 98, Office, etc.

XML 6 years. XSLT, SAX, DOM.

OOP Design patterns, use of UML.

Perl 1 year experience.

PHP 6 months.

Networks 4 years. TCP/IP, HTTP, HTTPS, SMPPv3, UDP.

Shells 2 years. Bourne, BASH.

SQL 2 years, Oracle 7/8, SQL Server, stored procedures.

LDAP 3 months. JNDI and Netscape LDAP libraries.

HDML/WML 1 year.

HTML 4 years. CSS, XHTML, JavaScript, site maintenance, etc.

make/Ant 4 and 5 years.

Ver Control 4 years. Perforce, CVS, SVN, Clearquest, VSS.

Pascal 6+ years. OOP in Borland Pascal 7.0.

Scheme 3 months.

ASPs 3 months.

DirectX 6 months.

UML 1 year. Rational Rose, Visio.

3D Max 1+ years. Plugin library interface.

Assembler Wrote basic compiler.

External Activities

- Free Software
- Sea and flat water kayaking
- Japanese guest liaison at anime conventions
- Washington Trails Association member