

# Bob Clark

1404 195th Place SW, Lynnwood, WA 98036

[bob@clarkwood.com](mailto:bob@clarkwood.com)

<http://clarkwood.com/bob/>

## PROFILE & SKILLS

Two decades of professional software development, largely focused on the Apple ecosphere, have provided me with expertise (including Apple technologies such as Cocoa for Mac OS X and iPhone) and experience (planning and delivering quality Mac software products on schedule).

I am effective and happy when I am thoroughly involved in nurturing a product through the entire cycle of development, from inspiration and planning through implementation, deployment, and ongoing maintenance. My experience through all phases has given me specific expertise in:

- Leadership: providing guidance and direction for a small development team
- Languages and Frameworks: Cocoa and Cocoa Touch; Objective-C; C/C++; Carbon
- Tools: the Xcode suite; source control (cvs/subversion); Trac wiki/ticket system; gdb; scripting
- Low-level knowledge: multiprocessing; networking; optimization (memory and performance)

## EXPERIENCE

**RealNetworks, Inc.**

**1998-present**

**Seattle, WA**

**Lead Software Development Engineer, 2006-present**

**Software Development Engineer, 1998-2005**

As Lead Software Development Engineer, my primary responsibility is to lead development of the Mac OS X version of our flagship product, RealPlayer. The experience and judgement I've accumulated help to inform schedules, feature sets, and maintenance strategies.

My tenure as Lead SDE has included technical oversight of:

- Team of three engineers (including me) working on Mac OS X and iOS products. (ongoing)
- Development of the Mac OS X version of RealDVD, a product (discontinued after a courtroom battle) that allows users to save their DVD collection to a hard drive. (2008 through mid 2009)
- Development of the Linux/Unix version of RealPlayer and Helix Player. (2006 through early 2009)

I have shepherded our three-million line code base through several Mac-related transitions, such as:

- 32-bit to 64-bit (ongoing)
- PPC to Intel
- Removing conflicting types to allow Cocoa to co-exist with our cross-platform code
- Carbon APIs to Darwin APIs
- CFM to Mach-O (CodeWarrior to ProjectBuilder/Xcode)
- Classic MacOS to Mac OS X

I focus on the Mac-specific portions of RealNetworks' Helix media engine. While mostly cross-platform, the media engine needs Mac-specific implementations for video, audio, memory management, i/o (networking and file); I constantly monitor the code base to ensure that un-Mac-friendly code snippets (such as endianness inconsistencies) don't sneak into our products.

I also worked in cross-platform media engine code, including httpfsys, our http/1.1 implementation, and other portions of the Helix media engine. Code that I've contributed to the media engine runs on many platforms from big-iron servers to resource-constrained mobile devices.

web site: <http://www.real.com/mac/>

**Edmark, Inc.**

**1995-1998**

**Redmond, WA**

**Lead Mac Engineer, 1997-1998**

**Mac Engineer, 1995-1997**

As Lead Mac Engineer, I helped architect and substantially contributed to Travel the World with Timmy.

I worked on a number of Edmark products as a Mac Engineer, including Deluxe versions of the House line; Imagination Express: Ocean; Stanley's Sticker Stories; and Astro Algebra.

Edmark used three cross-platform frameworks (a derivative of MacApp 3.0; an internal C framework; and an internal C++ framework); I used all three of these frameworks, and made some contributions to the frameworks as well.

**Curriculum Networking Specialists**

**1987-1995**

**Walla Walla, WA**

**Software Engineer**

I worked on the Macintosh version of ClassWorks, a suite of classroom applications to present curriculum to students, and report their progress to teachers and administrators.

I also modified third-party educational software to work with the ClassWorks system. I worked on the Apple II family of computers as well as the Macintosh.

**Clarkwood Software, LLC**

**1995-present**

**Lynnwood, WA**

**Co-Founder/Engineer/Designer/Customer Support/Bookkeeper/Miscellaneous**

Clarkwood Software is a small indie company offering applications for Mac OS X and the iPhone. I am primarily responsible for:

- Flowing Pennies, a personal-finance application for Mac OS X
- Peek-a-Boo, a process watcher for Mac OS X
- iPhone apps including ZibblerScribe, ZibblerPict, and Dingaling

Clarkwood Software provides me the opportunity to work on the entire breadth of running a software business in the Apple universe: end-to-end software development; using subversion; tickets and wiki (Trac); product release logistics (homebrewed suite of scripts); server-side, e-commerce, and back-end infrastructure; customer support; bookkeeping; and press relations, advertising, and marketing.

web site: <http://www.clarkwood.com/>

## **EDUCATION**

**Walla Walla College**

**BSEE, 1995; cum laude**

**College Place, WA**

## **CLASSES & EVENTS**

Apple WWDC 2010, 2008, 2007, 2006, 2004, 2002, 2001, 2000, 1999, 1991; Apple Tech Talks (iPhone, 2009; Leopard, 2006); Coding Kitchen in Cupertino in 2005; RealConference 2000; MacHack 1997.

Internal training: Introduction to Management; Managing for High Performance; Situational Leadership II; Success in Management; Finance for Non-Financial Managers.

## **BUZZWORD BINGO**

Agile, AppKit, AppleScript, assembly (6502/68K/PowerPC/Intel), BASIC, build automation, C/C++/Objective-C, Carbon, Cocoa, CodeWarrior, CSS, cvs, Darwin, device drivers, distributed processing, e-commerce, end-to-end, gdb, HTML, http, Interface Builder, iPhone, JavaScript, Linux, Mac OS X, MacApp, MPW, multiprocessing, OpenGL, optimization, Pascal/Object Pascal, Plone, PayPal, PowerPlant, Projector, Python, QuickTime, server administration, shell scripting, SourceSafe, statistical analysis, svn, ToolBox, Trac, UIKit, Unix, wiki, Xcode.