

Bob Clark

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CAREER PROFILE

Deliver high-quality Mac and iOS (iPhone/iPad) software products on schedule, using the expertise and experience cultivated by two decades spent professionally in the Apple ecosystem.

Nurture products through the entire cycle of development, from inspiration and planning through implementation, deployment, and ongoing maintenance. Expertise spanning from leadership of a small nimble development team to individual contributions, from architecture and scheduling to low-level memory and performance optimizations, across a breadth of languages and frameworks.

CORE COMPETENCIES

- Leadership: provide guidance for a small, nimble development team; bring a calm, deliberative presence to an often-chaotic environment; be a catalyst for an effective, productive team
- Languages and Frameworks: Cocoa and Cocoa Touch; Objective-C; C/C++; Carbon
- Tools: the Xcode suite (Xcode, Interface Builder, Instruments); ticket/wiki process management (Trac, Bugzilla, Jira); source control (cvs, svn, git)
- Low-level knowledge: optimization (memory and performance); multiprocessing; networking

PROFESSIONAL EXPERIENCE

RealNetworks, Inc.

December 1998 - present

Seattle, WA

Lead Software Development Engineer, 2006-present

Software Development Engineer, 1998-2005

I lead the development team working on iOS clients for RealNetworks' media cloud products and the Mac OS X version of RealPlayer. My experience and judgement help to inform schedules, feature sets, and maintenance strategies.

My tenure as Lead SDE has included technical management of:

- Team of three to six engineers working on iPhone, iPad, and Mac OS X products. (Current)
- 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, including the OS X transition, the Mach-O transition, the Intel transition, and the (ongoing) 64-bit transition.

I have focused 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), and threading.

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

Edmark, Inc.

March 1995 - December 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 - March 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 iOS. I am principal engineer for:

- Flowing Pennies, a personal-finance application for Mac OS X
- Peek-a-Boo, a process watcher for Mac OS X (including the Mac App Store version)
- iPhone apps including ASCII Astro, ZibblerTrip, 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 (home-brewed suite of scripts); server-side, e-commerce, and back-end infrastructure; customer support; bookkeeping; and press relations, advertising, and marketing.

<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 2001, 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, App Store, assembly (6502/68K/PowerPC/Intel), build automation, C/C++/Objective-C, Carbon, client/server, Cocoa, CodeWarrior, cloud, CSS, cvs, Darwin, device drivers, distributed processing, e-commerce, end-to-end, gdb, git, HTML, http, Interface Builder, iOS, iPad, iPhone, JavaScript, Jira, 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.