

Bob Clark

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

CAREER PROFILE

I deliver high-quality Mac and iOS software products on schedule, using the expertise and experience cultivated by two decades spent professionally in the Apple ecosphere.

I shepherd products through the entire cycle of development, from inspiration and planning through implementation, deployment, and ongoing maintenance. I have expertise ranging from leadership of a 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 nurturing an effective, productive, healthy 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, Jira, Basecamp, Bugzilla); source control (git, svn, cvs)
- Low-level knowledge: optimization (memory and performance); multiprocessing; networking

PROFESSIONAL EXPERIENCE

Apple **September 2012 - present** **Cupertino, CA**
Software Engineer

I work on what Apple tells me to work on.

RealNetworks, Inc. **December 1998 - September 2012** **Seattle, WA**
Development Manager, 2012
Lead Software Development Engineer, 2006-2011
Software Development Engineer, 1998-2005

I led the development team working on iOS clients for RealNetworks' media cloud products and the Mac OS X version of RealNetworks' flagship product, RealPlayer. My experience and judgement informed schedules, feature sets, and maintenance strategies.

2010-2012: responsible for a team of three to six engineers developing iPad, iPhone, and Mac OS X client applications; obligations included people management, application architecture, development best practices and guidelines, estimating, coding, and troubleshooting.

2006-2010: led a team of one to two engineers enhancing and maintaining Mac OS X applications:

- Maintained and enhanced Mac RealPlayer (media player application)
- Created and enhanced Mac RealPlayer Downloader (web movie downloader application)
- Created and maintained Mac RealPlayer Converter (media conversion application)
- Oversight of the Mac OS X version of RealDVD, a product (discontinued after a legal battle) that allows users to save their DVD collection to a hard drive
- Oversight of the Linux/Unix version of RealPlayer and Helix Player

1998-2005: 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.realnworks.com/>

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

1995-2016

Lynnwood, WA/San José, CA

Clarkwood Software has offered applications for Mac OS X and iOS. I was principal engineer and product owner for:

- Peek-a-Boo, a process watcher for Mac OS X (including the Mac App Store version)
- Flowing Pennies, a personal-finance application for Mac OS X
- iPhone apps including ASCII Astro, ZibblerTrip, ZibblerScribe, ZibblerPict, and ZibblerBell

Clarkwood Software provided 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.

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EDUCATION

Walla Walla College

BSEE, 1995; cum laude

College Place, WA

CLASSES & EVENTS

Apple WWDC 2012, 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; several internal training classes at Apple.

BUZZWORD BINGO

Agile, Arduino, AppKit, AppleScript, assembly (6502/68K/PowerPC/Intel), bespoke, build automation, C/C++/Objective-C, Carbon, client/server, Cocoa, cloud, CSS, cvs, Darwin, device drivers, distributed processing, e-commerce, full stack, gdb, git, GitHub, HTML, http, Interface Builder, iOS, iPad, iPhone, JavaScript, Jira, JSON, Linux, macOS, multiprocessing, OpenGL, optimization, Python, QuickTime, Raspberry Pi, Raspberry Pi Pico, server administration, shell scripting, statistical analysis, svn, Swift, 3D printing, Trac, UIKit, Unix, wiki, Xcode.