

ELDEN G. WOOD III

OVERVIEW

- Extensive professional experience shipping high volume, localized software on Mac OS X, iOS, Mac System 7-9, Windows and BeOS using both Agile and Waterfall methodologies.
- Development skills using a range of tools and techniques that include test prototypes, debug builds, unit tests, the Xcode tool-chain as well as automated builds and revision control.
- Languages and Tools: Objective-C, C & C++, Pascal, Basic, 6502 & 68K Assembly, HTML, Cocoa, QT, Xcode, Visual Studio, git, svn, Perforce and Edgewall's Trac wiki system.
- Events & Classes: WWDC's; MacHacks; Construx Classes: 10x Software Engineering and Project Management Boot Camp; attended Macworlds and worked booth duty.
- While leading the Suitcase development team gained experience coordinating with product management and QA, scoping work and creating schedules.

WORK EXPERIENCE

2/2013 – Present **Apple** **Vancouver, WA**
Software Engineer

10/2010 – 2/2013 **onOne Software** **Portland, OR**
Engineering Lead

- Contributed to the development of the iOS version of Perfect B&W. It has been exhilarating to be back to full-on Cocoa based development.
- I combined my love of photography with my passion for bringing new products to market. I used C++ and QT to create products that support Mac and Windows. Perfect Portrait was the first product I developed. This was followed by a major upgrade to the user experience, which moved to using more direct manipulation.

2000 – 10/2010 **Extensis** **Portland, OR**
Team Lead 9/2004 – 10/2010

- Engineering lead of the team that produced Suitcase, a cross platform font manager, which is a Cocoa based application on the Mac. Helped work through the challenges of rewriting the font manager in 2006/2007.
- For Extensis, I “pioneered” using Sparkle (auto-updates & usage data) and crash reporting in Clarkwood products, and once vetted, integrated them into Suitcase.
- Received font management related patents: 7958448 and 20080024806.

Macintosh Software Engineer 2/2000 – 9/2004

- On major releases migrated Suitcase to Carbon for OS X and then to a Cocoa based user interface while preserving the internals as cross platform C++ code.
- Joined Extensis to help complete the rewrite of the Suitcase font manager.

6/1995 – 2/2000 **Hewlett-Packard Company** **Vancouver, WA**

Software Engineer 7/97 – 2/2000 High Performance Architecture (HPA) Team

- This five member cross-discipline team was responsible for defining the future architecture to remove printing performance bottlenecks. The team consisted of an ASIC designer, a firmware engineer, two software engineers, and the team lead.
- Responsible for the compression portion of the architecture. Activities included cross platform development, gathering compression metrics and the creation and use of unit tests.
- The HPA compression solution was deployed in multiple HP laser and inkjet printers and is known as PCL mode 10. Received patents: 6304339, 6373583 and 6628411.

Software Engineer 6/95 – 7/97 Macintosh QuickDraw Printer Driver Team

- Profiled the printer driver and made optimizations to cut the start up time of printing complex documents in half by caching color matching and chaining asynchronous I/O calls.
- Headed PowerPC transition work on the mixed-mode release, which doubled performance.

1988 – 1995 **Chancery Software Inc.** **Walla Walla, WA**

Software Engineer

- Development and maintenance on the Mac ClassWorks learning system that managed and ran educational software to help children learn in the classroom.

ADDITIONAL EXPERIENCE

- My latest side project uses ARC, Core Data, Blocks & GCD as well as experimenting with lockless synchronization as part of updating the model for progress reporting to the user.
- Co-authored PrintSprint which makes prints from your digital photos and authored the supporting website. For details see: www.bluelampsoftware.com/printsprint
- I wrote the utility “Multisite” to enable iWeb to develop multiple websites. See www.clarkwood.com/multisite
- For fun I wrote Crittersim to explore exponential population growth and new (to me) solutions such as Sparkle auto-updating, BugReporter, and Cocoa document-based applications. See www.clarkwood.com/crittersim
- Co-authored the BinkJet printer driver, which supported 45 HP printers and was shipped with the BeOS. More details found at: www.clarkwood.com/old/binkjet
- Co-authored ramBunctious which, prior to OS X, was the leading RAM disk solution in terms of performance and feature set. Additional information at: www.clarkwood.com/old/rambunctious_os9

EDUCATION

1995 **Walla Walla College** **College Place, WA**

B.S.E. – Concentration in Electrical Engineering, Minor in Mathematics

Senior project was an xGrid-like software foundation on the Macintosh allowing unobtrusive distributed processing across networked machines. This enabled many computers to collectively work on a large task in parallel. This project offered many of the fundamentals that xGrid is now delivering in a more sophisticated way. www.clarkwoodsoftware.com/articles/report