

ELDEN G. WOOD III

OVERVIEW

- Extensive professional experience shipping high volume, localized software on Mac OS X, Mac System 7-9, Windows and BeOS using both Waterfall and Agile methodologies.
- Strong development skills using a range of tools and techniques which include defensive programming with asserts and unit tests, the judicious use of instrumented debug builds, the Xcode tool-chain as well as automated builds and revision control.
- Gained valuable experience while leading the development team for Suitcase. During this time coordinated between product management and QA, scoped work, ran meetings, created delivery schedules and managed stakeholders' expectations to avoid surprises.
- Languages and Tools: Objective-C, C & C++, Pascal, Basic, 6502 & 68K Assembly, HTML, Carbon, Cocoa, Xcode, Interface Builder, CodeWarrior, MPW, Visual Studio, git, svn, cvs, Perforce and Edgewall's Trac wiki system.
- Events & Classes: WWDCs; MacHacks; Construx Class: 10x Software Engineering and Project Management Boot Camp; Pragmatic Marketing's Practical Product Management; attended Macworlds and also worked booth duty.

WORK EXPERIENCE

10/2010 – Present **onOne Software** **Portland, OR**

Engineering Lead 10/2010 – Present

- I'm combining my love of photography with my passion for brining new products to market. As an engineering lead I'm leveraging C++ and QT to create products that support Mac and Windows. Each generation improves on what came before it.

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 platform.
- Drove value through leverage. For Extensis, I “pioneered” using Sparkle (auto-updates & usage data) in Clarkwood products and once vetted, integrated them into Suitcase.
- Adopted a crash reporting solution (HDCrashReporter) first in Clarkwood projects and then in Extensis products. These crash reports led to the next four dot releases and a large gain in quality since we systematically fixed the most frequent sources of crashers in the field.
- Responsible for team specifications, schedules, and code reviews.
- Primary engineering interface to Product Management and QA.

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.
- Responsible for spec, design, and implementation of various features such as the font preview pane that was implemented as an NSTableView with a custom cell and header. This feature is the most visible differentiator from competing products.

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 performance bottlenecks. The team consisted of an EE, 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 printer products 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

- 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” for iWeb to effectively turn iWeb into a document-based application enabling users to develop multiple separate 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
- Lead developer for the award winning BeOS BinkJet printer driver, which supported 45 HP printers and was licensed by Gobe to ship 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