

Rob Jellinghaus

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<http://robjsoftware.org>

HTML resume: <http://robjsoftware.org/resume.html>

PDF resume: <http://robjsoftware.org/resume.pdf>

Skills

- Expert programmer and tech lead
- Design and production deployment of multimillion-record batch processing and web-facing systems
- Agile techniques, pattern languages, and other obligatory clues
- Database design, implementation, and optimization
- 2D animation and multimedia development

Languages and Protocols

- Fresh: Java, Actionscript, Javascript, SQL
- Rusty: C#, C++

Platforms and Technologies

In order of descending experience: Hibernate, Flex 2.0, Oracle, Perforce, GWT, Seam

Open source contributions

- Contributor to the Google Web Toolkit
- Contributor to JBoss Ajax4JSF project (committer status, GWT 1.4 support)
- Former contributor to Apache Axis project (committer status, HTTP session tracking support)

Presentations

- Presented "Remote Procedure Calls" session at [GWT 2007 conference](#)
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Chief architect: Enterprise system for targeted marketing ([Nimblefish Technologies](#), San Francisco, CA; November 2003 - present)

- Rearchitected company's first version direct marketing generation system. Created basic architecture for fully automated, clustered batch processing system, integrated with server cluster for personalized websites. Developed data model for configuration management of jobs, business rules, and content.
- As tech lead / manager of five-person engineering team, designed and assisted in implementing multiple generations of data warehouse structures for marketing analytics.
- Implemented continuous integration framework and managed Perforce repository.
- Took entire system from prototype into full production use supporting multiple Fortune 500 clients.
- Reimplemented prototype XML-driven Flash player for individualized video and animated image presentations; new version supported time-based scrubbing.

Consultant (*Helium, South San Francisco, CA; June 2001 - August 2003*)

- Designed and developed an SVG-based interactive editor for flow diagrams, using Javascript.
- With Helium team, created "digital playbook" for the [San Francisco 49ers](#), allowing defensive coaches to store play diagrams and scouting information. Designed and developed data management and reporting system, enabling construction of over 100 customized reports in five weeks, in time for production use throughout the 2002 football season.
- With the Helium team, developed [axarosenberg.com](#)'s website. Co-led the design and development of the financial reporting database schema. Personally implemented the website's financial reporting system, mostly in Javascript.

Manager and technical lead (*Quokka Sports, San Francisco, CA; November 1998 - April 2001*)

- Developed a client-server system for managing digital assets, primarily images, during live event coverage.
- Managed a team of five engineers, developing a system for live display of Sydney 2000 Olympics results via Java applet. Developed streaming XML transport components in cooperation with edge caching provider. Launched system on schedule, and maintained system throughout the course of the Olympics.
- Managed a team of five engineers, developing Java applet-based viewer for live automobile racing coverage.
- Co-developed Java applet race viewer for the America's Cup 2000 web site. Implemented data graphing, simple 3D rendering, logging, and image display, and supported system in live production.
- Developed a Java-and-C++ interactive TV system for viewing auto racing, involving realtime animation and interaction, realtime data visualization, and streaming video and audio. System went live in two successful trials.

Manager and lead developer: secure distributed 3D virtual world (*Electric Communities, Cupertino, CA; December 1996 - August 1998*)

Managed and participated in development of a fully distributed multi-user social virtual world application ([Electric Communities Microcosm](#)). Designed and implemented secure distributed protocols for world object interaction. Integrated world objects with 3D graphics system. Defined and co-implemented certification-based terms of service protocols for virtual spaces.

Manager and developer: 3D video game (*Protozoa, Inc., San Francisco, CA; September 1995 - October 1996*)

Led development of a real-time 3D C++ game for Windows 95, named [Squeezils](#). Implemented binary VRML file format conversion tools, animation playback libraries, animated terrain navigation code, and gameflow scripting language. Took game from prototype through QA and final delivery.

Lead developer: video paint application ([Autodesk, Inc.](#), *San Rafael, CA; August 1993 - May 1995*)

Led development of Autodesk Animator Studio, a Windows 3.1 / Windows 95 video paint program. Designed overall architecture; constructed initial prototype and subsequent project-critical subsystems in C++. Guided eight other programmers in developing application tools and features. Analyzed and improved UI latency, rendering performance, and memory usage. Shipped on schedule. Product was successful in 2D digital animation marketplace.

Developer: Hypertext document management (*Memex, Inc., Palo Alto, CA; January 1993 - June 1993*)

Developed the first C++ prototype of the Memex multi-user insurance document management application, working with the Xanadu document database.

Lead developer: Business chart animation application (*[Autodesk, Inc.](#), Sausalito, CA; October 1992 - April 1993*)

Designed and developed a complete C++ Windows chart animation application, as part of two-person team. Architected and implemented the application's user interface and DDE code.

Developer: Hypertext database frontend, version 2 (*[Xanadu Operating Co.](#), Palo Alto, CA; August 1990 - January 1993*)

- Co-designed and implemented a C++ Windows frontend to the Xanadu hypermedia network database. Developed database access code. Provided support for text document editing, inter-document links, version comparison, and history tracking.
- Worked in a team developing Syntage, a Scheme-based extension language for Autodesk products, including the Xanadu hypermedia server. Contributed to design and implementation of security extensions to Scheme, GUI primitives and classes, and backend document classes.

Education

Bachelor of Science in Computer Science, [Yale University](#), New Haven, CT
May 1990. GPA 3.5.

Publications and Memberships

"Eiffel Linda: An Object-Oriented Linda Dialect," SIGPLAN Notices, vol. 25, no. 12, December 1990.

Senior Associate of the [Foresight Institute](#).

Member of [USENIX](#).

Member of [ACM](#).

Interests

Hacking and blogging about open source projects.

Bicycling, hiking, cooking, parenting, avidly reading.