

Mark Wilden

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- Agile** First generation agile practitioner. 10 years using agile methods, including TDD/BDD, mock objects, minimum viable product, refactoring, stories, continuous integration, frequent releases, constant customer interaction, YAGNI and TSTTCPW. By TDD, I mean that 90% of my code over this period has been written to make a failing test pass.
- Ruby on Rails** 3 years Ruby on Rails experience, from ActiveRecord up through Ajax. Particularly skilled in BDD with Cucumber and RSpec. Contributed bugfixes to RSpec, metric_fu, and flog. Contributed features to metric_fu and vim-rails. Wrote Ill gem, which is useful for debug output. Frequent contributor to the RSpec, Cucumber, Factory Girl, and metric_fu mailing lists.
- Web** 10 years in other Web technologies, including JavaScript, jQuery, ASP.NET, ASP, CSS, XML, XSLT, Perl (including CGI and DBI), and VBScript.
- OOP** 20 years in the practical application of object orientation and design patterns to solutions in Ruby, C#, C++, Java, and Smalltalk.
- Database** 20 years database, including 8 years with Microsoft SQL Server, 1 year with MySQL, and 1 year with PostgreSQL. Highly skilled in SQL. Experienced in data warehousing with star schemas. Also 4 years with Visual FoxPro and 5 years with Xbase.
- Games** 5 years as applications programmer and systems technologist with Sierra On-Line and Dynamix. Games include Red Baron II (3D flight simulator), and various Kings Quests, Space Quests and Leisure Suit Larrys. Awarded patent. Onscreen credit in over two million copies of shrinkwrapped software.
- C++** 12 years delivering shrinkwrapped, custom, and internal applications in C++ (plus another 6 years of C). Recognized by Borland as a guru in the field (Team Borland). Cited in the GNU gcc FAQ.
- C# / .NET** 4 years creating Web applications, Web services, and Windows services using the .NET framework, C#, ASP.NET and ADO.NET.
- Visual FoxPro** 4 years using Visual FoxPro's OOP language and SQL database access. Recognized by Microsoft as a guru in the field (Microsoft MVP). Microsoft asked for and received permission to use my code in the last release of Visual FoxPro.
- Other** Erlang, Git, Java, ActionScript 3.0/Flex, Facebook FBML/FBJS, Subversion, xUnit, CruiseControl, OS X, Palm OS, Linux, Visual Basic, and Visual SourceSafe. Technical writer. Published in *FoxPro Advisor* magazine and contributed to the book *Essential SourceSafe*. Credited in Martin Fowler's *Patterns of Enterprise Application Architecture*. Wrote QuitTime, one of the most popular quit-smoking programs (100 downloads/month after 10 years). Bibliographer, printing historian, letterpress printer, and magician.

ITVS, San Francisco**April - July 2010***Senior Web Developer*

Carried out a short-term contract to shepherd ITVS's website through launch and to maintain it afterwards.

Pivotal Labs, San Francisco**November - December 2009***Senior Web Developer*

Worked on several projects with one of the premier Agile consultancies in the country, using TDD, pair programming and story-driven development. We used Ruby on Rails, jQuery, Javascript and MySQL to implement a project collaboration site and a user-generated publishing content service. Other technologies were PDF generation using iText, and document template structure editing using graphviz.

Rupture / Electronic Arts, San Francisco**January - November 2009***Ruby Programmer*

Rupture was a social network for gamers owned by Electronic Arts. I was a member of the Web team, which was responsible for Rupture's Ruby on Rails website. I worked on the usual social networking features, including profiles, avatars, challenges, comments, feeds, ratings, and followers. Rupture used Prototype, Haml, and Sass. I also wrote ingestion code, which scraped sites such as Xbox Live, Steam, and Kongregate for gamer events and achievements. Rupture was founded by Shawn "Napster" Fanning, and I've had fun helping him learn Rails.

Another part of Rupture is the "platform," which is their external API for game developers to which to publish their user data. I made changes and bugfixes to the platform, for which I learned Erlang. I also worked on the Ruby gem that interfaces between the platform and the website using Google Protocol Buffers.

One of my strengths is taking on necessary but messy infrastructure tasks. An example at Rupture was integrating the platform into the web development cycle, making it easy for developers to use and run Cucumber/Webrat tests against a known good version of the platform. I adapted our Cucumber features to run against the platform instead of mocking it out. I added the platform to our continuous integration process. This gave Rupture its first true end-to-end feature tests. I also wrote and maintained a Rake task for populating the database with developer data.

I popularized Cucumber within the organization, and introduced `metric_fu`. I mentored colleagues on OOP, REST, Git, Eric Ries's "lean startup" concepts, TDD, RSpec and Cucumber.

Twistage, San Francisco**January - December 2008***Senior Developer*

Worked in an agile environment, with two week releases, of a system for supplying whitelabel video capabilities to customers who include Perez Hilton, Mansueto Digital (parent company of FastCompany.tv), and Community Connect.

Implemented data warehouse in PostgreSQL that tracked millions of hits/day for over a hundred thousand videos. Hits, plays, and downloads were reported by video, company, country, metropolitan region, percent watched, day, week, month, and domain, with hourly granularity, expressed in any timezone. Results were delivered to the client Ruby on Rails application via marshalling and were displayed in charts and maps with amCharts and amMap. I designed the data warehouse and integrated it into the Rails application to minimize the slowness of ActiveRecord, both when performing thousands of inserts per second and querying and grouping hundreds of millions of rows.

Performed work over the whole Rails stack, including creating models, RESTful controllers, views with drag and drop list sorting, lib code and rake tasks. All non-view code was developed with BDD, using RSpec, autospec, spec_server, and scripts I wrote for Vim. I write my specs before I write my code, which makes my output highly reliable and maintainable.

Mirixa, Emeryville, California**July 2006 - October 2007***Senior Developer*

Worked in an agile environment with two-week iterations and three-iteration releases, full business layer unit testing, close business involvement, and no unnecessary documentation

Participated in story meetings and group design discussions for a Web application to enable a network of thousands of pharmacists to conduct interviews with their customers and thus let insurers meet their legal requirements. Some of the things we added to the application were a major architectural change to be able to accept multiple sponsors, a new UI that was entirely based on semantic HTML and presentational CSS, the custom ORM layer, and many small improvements, fixes, and refactorings.

Performed the fairly mechanical tasks that fell out of the group design and costing meetings, using SQL Server, ASP.NET, Ajax, VBScript, JavaScript, and C#

Used TDD for all development, including bug-fixing legacy code, using NUnit and ReSharper

Developed test framework for a substantial area of the application that had never been tested before
Improved speed of a critical component of the application by five times, using partial denormalization and precalculation

Implemented continuous integration and automated deployment, using CruiseControl.NET, CCTray, and NAnt

Implemented a near-instantaneous autocomplete database query of drug names

Used SSRS to produce reports

Used DTSX to import text files into the database

Mentored the group in OOP, TDD, mock objects, and T-SQL unit testing

Developed two Ruby on Rails/Ajax/Prototype/MySQL Web applications for magicians and chess bibliographers, respectively (at home)

365 Media, San Mateo, California**August 2004 - July 2005***Senior Software Developer*

Wrote two complete search-oriented websites in ASP.NET/C#, using TDD with NUnitAsp

Wrote a Windows service and website in ASP.NET/C# to send bulk emails to subscribers, report on whether they've been read, process unsubscriptions, and handle bounced messages

Fixed bugs in the company's main application, which used ASP, VB, COM, XML and XSLT

Designed and implemented database schemas, wrote stored procedures, and optimized queries in SQL Server

Added image file upload, searchable PDF document upload, change notification by email, and keyword searching to the application

MWilden, Coarsegold, California**2002 - 2004***Sabbatical*

Produced the first definitive bibliography of C.S. Forester (<http://www.mwilden.com/forester/>) using Smalltalk to manage data and generate presentation, and TDD to drive development

Produced the first comprehensive industrial history of the Vandercook printing press company (<http://vandercookpress.info/>, now under new management)

Produced a prototype game for the Palm OS platform for Joe Edley, twice national Scrabble champion, using Metrowerks CodeWarrior C++ and POL

Produced DiabEdit, T-Minus, and EverySoOften utilities for Palm OS

Wrote Sort Snorter, a utility for letterpress printers, as a Word macro

EverNet Systems, Oakhurst, California**June 2000 - April 2002***Database Developer*

Designed, developed, and maintained the SQL Server database component of a peers-to-peers file delivery network

Wrote C++ API layer to the database using OLE DB

Exposed the API to more types of clients by using COM

Wrote ASP VBScript and JavaScript web pages that used the COM API

- Used TDD for all development
- Produced live, web-accessible reports using Crystal Reports
- Achieved zero down time in tracking thousands of simultaneous downloads and users

Development Manager

- Created project timelines using Microsoft Project and monitored their progress
- Mentored on agile practices such as TDD and YAGNI, and on C++ best practices

Euphony, Berkshire, U.K.

1998 - 2000

Senior Software Engineer

- Initiated and designed a queueing system that improved data entry throughput by orders of magnitude (from up to 20 minutes to save an order to 0)
- Used user interface design skills to increase the ease-of-use of call center applications, cutting average call times in half (my wife worked there and she made me do it)
- Maintained a telephone billing system with tens of millions of transactions a month, written in Visual FoxPro and Visual C++
- Maintained a multilevel marketing sales database for thousands of salespeople, linked hierarchically
- Wrote task-tracking database with Java front-end talking to Microsoft SQL Server via JDBC

Development Manager

- Managed a team of 15 Visual FoxPro project leaders, developers and testers
- Introduced the first release scheduling, accurate project projection, and code review processes to the company
- Directed migration of the system to Oracle 8i

The Mark Wilden Company, California

1996 - 1998

Contractor

- Developed portions of Sierra On-Line/Dynamix's Red Baron II Multiplayer, a 3D combat flight simulator, including "observer" flight mode, "artificially intelligent" target selection and balancing, and the kneeboard map, using Visual C++ 5.0
- Wrote QuitTime, a program to help quit smoking, which sees about a hundred downloads a month, and which has done so unchanged across six Windows versions
- Developed a museum membership database in Visual FoxPro (still in use 9 years later)
- Wrote online help for Dynamix's Red Baron II, Trophy Buck, Pro Pilot, and Skiing '99 using RoboHELP
- Published an article in *FoxPro Advisor* about Visual SourceSafe ("Safeguard Your Source Code," Oct. 1997)
- Developed an open-source library for creating C-style structs to access the Windows API from Visual FoxPro (with Christof Lange)

Borland, California

April 1992

Contractor

- Wrote documentation example code for Borland C++ 4.0

Sierra On-Line, California

1990 - 1995

Systems Technologist

- One of only four Systems Technologists in the company, contributing to every Sierra game produced during the period (architecture and design, emergency bug fixing, refactoring, mentoring)
- Technical lead over a group of 30 programmers during the conversion of the game engine from DOS, assembly language and C to 32-bit Windows and C++; also implemented most of nongraphics code
- Designed Playgrammer, an early integrated development environment for programming graphic adventure games
- Designed, led team for, and helped implement Animation Editor, a program for creating animation sequences

Systems Engineer

Created Message Editor and associated tools, which integrate all program text, CD audio scripts for voice actors and foreign language translation, using Borland C++ 3.0. This system was estimated to have saved Sierra On-Line over \$1,000,000. It was awarded U.S. Patent 5,377,997: "Method and Apparatus for Relating Messages and Actions in Interactive Computer Games"

In charge of compiler and debugger for SCI, Sierra's proprietary OOP language

Created Install, which completely autodetects user's system and executes a script language to install products

Created BootDisk, the software industry's first program to fully analyze user's configuration to produce an optimal boot disk

Developer

Developed portions of Quest for Glory II and King's Quest I (EGA) adventure games

Integrated Analysis, San Diego

1984 - 1989

Developer

Specified, designed, implemented, and documented a broad range of IBM PC-based applications in the following areas: multiuser databases, communications, editors, DOS utilities, memory-resident popups, file conversion and manipulation, and financial analysis and accounting. Administered Novell networks. Oversaw dBASE programming by outside contractors. Trained clients in Microsoft Word, dBASE, Lotus 1-2-3, Symphony, WordStar, and WordPerfect. Languages: C, dBASE, DataFlex, 8086 assembly, Symphony, and R:base.

Other

Microsoft MVP (Visual FoxPro), 2000-01

Member of Team Borland on CompuServe and Genie, 1992-94

Education

1983

B.Sc., Computer Engineering, University of California, San Diego

References

Available on request