

Baron Lloyd Roberts

Professional Experience

July 2001 – Present [C Thing Software](#) Sunnyvale, CA
Founder

- Established company as a venue for providing technical information and software developed from personal projects.
- Developed [Meazure](#), a screen measurement and capture utility.
- Developed [eLaunch](#), a tool for managing Eclipse IDE configurations.

March 2007 – Present [Dash Navigation, Inc.](#) Mountain View, CA
Principal Engineer

- Architect and implement embedded control software for a fully connected in-car navigation device.

2000 – Feb. 2007 [Adobe Systems, Inc.](#) San Jose, CA
Senior Computer Scientist, Advanced Technology Lab

- Define, design and implement new product prototypes.
- Design and implement solutions in the area of voice application authoring.
- Design and implement solutions in the area of business analytics and visualization.
- Design and implement solutions in the area of templates and interactive documents.

Engineering Manager, Advanced Technology Group

- Manage team of five including engineering, business and product design in architecting and implementing prototype in the area of voice application authoring.
- Created demos of various wireless technologies including WML and VoiceXML.
- Investigation of wireless technologies including mobile device operating systems, markup languages, networking protocols (802.11 and Bluetooth), and location awareness.

March - July 2000 Geocast Network Systems Menlo Park, CA
Senior Software Engineer

- Architect and implement complete advertising targeting and tracking system. Due to the unique nature of the Geocast system, standard web ad targeting system could not be used. Major components of the ad targeting system included relevance and preference based targeting, and ad impression and user event logging.
- Work with user experience team to develop an HTML/Javascript framework for developing highly dynamic web applications.

1999 – March 2000 [Technology Education Network](#) San Mateo, CA
Principal Engineer

- Architect and implement business to consumer subscription-based e-commerce application built around CyberSource e-commerce component, SQL 7 transaction backend.
- Develop subscription-based video training portal. Data driven design for content cataloging and viewership reporting, user authentication and usage logging.
- Establish best practices for software development including revision control, rollout staging and defect tracking.

1989 - 1999 [Silicon Graphics, Inc.](#) Mountain View, CA

Principal Engineer

1998 - 1999 Linux/Windows/IRIX Technical Strategy

Lead a small tactical senior level team tasked with developing corporate technical strategies for a wide range of technical issues involving the Linux, Windows NT, and IRIX operating systems. Issues included interoperability, cross-platform application development, object technologies (e.g. COM), and internationalization.

1998 - 1999 Linux Development Infrastructure

Architect and implement a build and packaging infrastructure for Linux software products. Included integrating packaging using Red Hat Package Manager with builds using gmake and a host of other Linux tools (e.g. xgettext).

1998 - 1999 Technical Lead, HTML Authoring Product (Linux)

Lead a small team to create the next generation WYSIWYG HTML authoring tool for the Linux desktop. Features included round-trip engineering, DTD-based HTML parsing and style sheet support.

Member of the Technical Staff

1997 - 1998 Windows Development Infrastructure

Lead the effort to ramp-up internal SGI IRIX developers to Windows NT development. Included design and implementation of a Windows software build process and tools, selection and deployment of tools, authoring of internal and external whitepapers, and training curriculum development. Used to build and package all SGI Windows software products.

1997 Technical Lead, HTML Authoring Product (Win32)

Lead team of three in design and prototyping of an HTML authoring tool for the Win32 platform. See below for details.

1994-1997 Technical Lead, HTML Authoring Product (IRIX)

Lead team of five in design and implementation of the HTML authoring tool CosmoCreate™. Personally architected and implemented the HTML source editor, frames creation/editing tool, mechanism for not mangling HTML source tags, spelling interface, search/replace, help system, screen/printer rendering abstraction layer, PostScript output engine, UI toolbar and tool palettes, and many other aspects of the application. In addition, responsibilities included scheduling, effort estimation and recruitment.

1991-1994 Printing/Scanning System

Core architect and implementer for Impresario™ printing and scanning product. Responsible for PostScript raster image processor integration and front/back end development, file format conversion filters, image quality enhancement filters (halftoning, color gamut compression), GUI tools for print jobs submittal and printer management, low level print spooler API design and development.

1989-1991 Video Products

Architect, implementer and manufacturing contact for real-time scan conversion video product, VideoCreator™. Responsible for low level API development, end user command-line and GUI application designing and development, documentation and manufacturing diagnostics.

1982 - 1989 [Failure Analysis Associates](#) Menlo Park, CA
Senior Engineer

1986-1989 Engineering Visualization

Created software to process computed tomography scans (CT) of engineering components into volume visualizations (PIXAR image computer with Sun host). Image processing requirements and software development for image noise reduction (median filtering), CT scan correlation with Finite Element models (tie point warping), CT scan enhancement (image thresholding, histogram equalization).

Engineer

1984-1986 Portable Eddy Current Device Software

Co-designed and implemented low level driver software and user interface modules for portable computer based eddy current instrument. Also implemented algorithms for eddy current signal processing and visualization. Project responsibilities also included writing documentation, designing a software manufacturing and QA

process, and supporting end users.

1982-1984 Testing and Materials Lab

Design tests for engineering materials to determine cause of component and system failures. In field strain gaging, testing and data analysis. Specialized in gaging, testing and analyzing residual stresses in engineering components. Testing conditions included nuclear industry QA procedures.

Education	1986 - 1989	Santa Clara University	Santa Clara, CA
	MS Computer Science and Engineering		
	1978 - 1982	Stanford University	Stanford, CA
	BS Mechanical Engineering		
	2003 - 2004	U.C. Santa Cruz Extension	Santa Cruz, CA
	Coursework in Molecular Biology and Nanotechnology		
	1997 - 1998	U.C. Santa Cruz Extension	Santa Cruz, CA
	Professional Sequence Award in Windows Programming		

Software
Experience

Languages

Java, C#, C++, C, Python, Ruby, Perl including OO constructs, JavaScript, ActionScript 3, SQL, Bash shell, VB, Lex, Yacc, awk, sed, COM IDL, UML, FORTRAN.

Technologies, Toolkits and Frameworks

WinForms, Win32, MFC, ADO, ASP, PHP, COM/DCOM, ATL, STL, X/Xt/Motif, TCP/IP, Sun RPC, POSIX, Win32, and Java threading, internationalization for IRIX, Linux and Windows.

Tools

Eclipse (JDT, WTP, CDT, FlexBuilder), MS Visual Studio, gcc and g++, Ant, CMake, GNU make.

Web and Document Processing

HTML, AJAX, XML, XSL, XPath, DOM, SVG, CSS, PostScript, PDF.

Operating Systems

Windows XP, Linux (assorted flavors), SGI IRIX, Solaris.

Licenses

Licensed Professional Mechanical Engineer, CA #23895
Licensed Private Pilot, Single Engine Land

General

United States citizen