

SUMMARY

Skilled engineer with varied knowledge across Windows, Mac OS X and Unix. Proficient with native code in C/C++, UI design and implementation, systems programming and Internet applications. Perpetually curious about technology.

EXPERIENCE

Apple Inc. - Cupertino, CA

Software Engineer - 2010–present

- Design and implementation of iCloud client applications
- Close work with cross-functional teams across a multitude of projects
- **ENVIRONMENT:** Windows, Mac OS X, iOS, C/C++, Objective-C, CF, WebKit

Manta Media, Inc. - Columbus, OH

Software Engineer - 2009–2010

- Development and maintenance of a modern, high-traffic site built with Perl
- Use of open source scalability products such as Varnish, memcached, Solr
- Leveraged cloud computing technologies (Amazon S3, CloudFront and EC2)
- **ENVIRONMENT:** Linux, Solaris, Perl, Oracle, SQL, HTML, JavaScript, CSS

Kayako Inc. - Boise, ID

Software Engineer - 2005–2009

- Design and development of Windows desktop client applications for live customer support and help desk operators, written in C++ for Windows
- Integrated SIP-based VoIP functionality into live support applications
- Porting and integration of several Unix-based C/C++ open source libraries
- Design and implementation of various network protocols, clients, servers
- Championed company-wide changes relating to internationalization, build systems, version control, update distribution and more
- **ENVIRONMENT:** Windows, Visual Studio, C/C++, MFC, ATL/WTL, STL, Boost, SQLite, Linux, MySQL, HTML, JavaScript, CSS

EDUCATION

Morehead State University - Morehead, KY

Physics, Mathematics - 2004–2006

INTERESTS AND PASSIONS

Life, genetics and evolutionary biology • Cognition, psychology and the brain
Electronic music • Classic video game systems • UI/UX and graphic design
Language, speech & writing • Tournament-level Dance Dance Revolution player

ROGER CLARK

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