

Daniel Brian Waylonis
404 Stierlin Road
Mountain View CA 94043-4622
650-887-3711
danw@nekotech.com
<http://www.nekotech.com/danw/Resume.html>

Objectives

I enjoy programming in Objective-C on the Macintosh and I'd like to keep doing so until I get bored. However, I've been doing it since 2000 and I'm **still** not bored!

Experience

02/2006 - Present

Google, Inc.

- Working on soon-to-be announced product...
- Developed Google Gadgets for Macintosh. Shipped version 1.0, which was at feature parity with the Windows version 5.5 API.
- Designed and implemented Google's Breakpad Framework for Macintosh. Shipped version 1.0.
- Designed and implemented prototype Google Gears plugin for Safari browser, which shared common code with the Windows and Firefox plugins.
- Worked on GDAL support for Google Earth.
- Designed and implemented fun projects:
 - Top Draw, (<http://code.google.com/p/topdraw>) a algorithmic drawing program for the Mac Playground.
 - Application to display informative modules (e.g., HTML, Quartz Composer, OpenGL) on LCD displays. Also supported reading employee badge to display personal information.
 - Plugin for Mail.app to show Googler's pictures and link to internal info page.
 - Application and screensaver to display popular (worldwide) queries and country flags.

04/2000 - 02/2006

Apple, Inc.

- Member of Aperture development team. One of four founding engineers involved in overall application design. Designed and implemented the Light Table (with patented features), Keyword handling, Adjustment UI, custom UI elements and non-UI libraries. Shipped v1.0, v1.0.1.
- Member of SoundTrack development team. Implemented custom Cocoa views and controls. Shipped v1.0 and 1.1.
- Member of Compressor development team. Implemented UI for main application. Created custom Cocoa views and controls. Shipped v1.0.
- Member of iPhoto development team. Designed data storage, image caching, exporting. Shipped v1.0.
- Member of iMovie development team. Worked on video effects, image import/export using Quicktime. Shipped v2.0.

07/1997 - 04/1999

Eloquent, Inc. (Defunct)

- Architect and implementer of software tools used by in-house production staff. Designed and wrote C++ MFC GUIs and codecs used in video digitization, compression, and transcription.

01/1997 - Present

nekotech SOFTWARE (Consulting, Recreation)

- Adobe Systems, Inc. Scalable Vector Graphic (SVG) project: Designed and implemented font embedding, text drawing, XML based attribute parsing. Designed and implemented URL handling, media caching, and tool management for multimedia application under development.
- ichat, Inc. Designed UI for Internet pager application.
- Pros Technology, Inc. Designed and implemented website.
- Pacific Missile Range Facility. Co-designed and implemented website using Perl and MySQL.
- Macintosh utilities and screen savers.

12/1994 - 11/1996

Minerva Systems, Inc. (Defunct)

- Co-designed and implemented MinervaStudio, a plug-in based application for encoding and decoding MPEG streams. Written in C with extensive use of the MacOS toolbox, including Quicktime, Drag and Drop, and code components. Works

in conjunction with low-level drivers via the Component Manager to bidirectionally communicate with MPEG and VTR hardware.

- o Architect and implementer of several subsequent revisions of the MinervaStudio application. Integrated versioning schemes to allow for backward and forward compatibility between versions.
- o Coordinated tasks and schedules for development team.
- o Responsible for providing technical information and support to management and third-party partners.

08/1993 - 12/1994

Adobe Systems, Inc.

- o Member of engineering team on Adobe Dimensions, a 3D illustration package written in C/C++ on both MacOS and Windows platforms. Shipped v2.0.
- o Designed and implemented text processing model, including nondestructive editing, horizontal and vertical orientation, and double-byte (e.g., Kanji) support.
- o Implemented imaging and printing functionality on both platforms.
- o Provided import/export support for Adobe Illustrator and PDF files.

10/1991 - 08/1993

Minnesota Supercomputer Center (Defunct)

- o Designed and implemented chemistry visualization system using Silicon Graphics Inventor graphics library and Explorer packages.
- o Designed and implemented custom animation applications (e.g., fluid flow, simulations, particle tracing). Worked in conjunction with customers.
- o Designed and implemented an OSF/Motif document processor. Provided support for multiple documents, drag and drop, searching, and context-sensitive help.
- o Implemented and supported X-Windows raster image tools.

Technical Skills

- o Mac OS X / Cocoa / CoreGraphics / CoreImage / OpenGL
- o Objective-C / C++
- o HTML / JavaScript / PHP / Perl / Python
- o MySQL / SQLite

Activities and Interests

- o Bicycling, Rollerblading, motorcycling, volleyball, skiing, weight lifting
- o Programming graphics and utilities for fun
- o Electronic music, MIDI, synthesizers
- o Association for Computing Machinery
- o Tau Kappa Epsilon social fraternity (1984-1988)

Education

09/1989 - 06/1991

The Ohio State University

M.S., Computer Science, Major areas: graphics, software engineering

09/1984 - 06/1988

The Ohio State University

B.S. Engineering., Computer and Information Science, Biomedical emphasis