

Rob Corell

Software Architect

rob@robcorell.com
512.656.2144
4700 Guadalupe, A-433
Austin, TX, 78751

Skills

<i>Leadership</i>	Architect/manager/Software Engineer on more than twenty large projects from inception to success
<i>Technical</i>	Full-stack web services, API design, networking, Node/JavaScript, C++, Ruby on Rails, Java, metadata, cross-platform and multilingual development
<i>Communication</i>	Published author, experienced public speaker, skilled at remote presence and achieving consensus. I pride myself on being easily approachable and accessible even while meeting aggressive goals.
<i>Process</i>	Project manager, Scrum Master

Experience

Signpost - *Manager, Software Engineer III* 2013 - 2017

Control

Internal tool for customer service and PM to manage accounts
Manager - Node, AWS

Signpost webapp

Automates email tasks for merchants, provides a dashboard to view their progress and maintains a unified database of customers including transactions and communications
Software Engineer - Node, AWS, Ruby on Rails, Heroku

PayPal - *Senior UI Developer* 2011 - 2013

Log In with PayPal

Single sign-on commerce identity
Software Engineer - JavaScript/Node, Java, Spring and Linux

Traitwise - Chief Technical Officer

2009 - 2011

Traitwise.com

Crowdsourced survey engine with automated analytics. Collaborated with Bill Press, president of the AAAS and author of the Numerical Recipes series
Manager, Software Engineer - JavaScript/Node, Java, Spring and Linux

Adobe Systems - Senior Software Architect

1997 - 2008

Photoshop.com

Photo editing and storage site
Server architect - CentOS, nginx, C++ , Ruby, Merb, MySQL, nginx

Ozzy

Massive cloud file storage
Consulting architect - Slackware, lighttpd, C++

Adobe Bridge

Adobe's file browser and metadata manager
Platform Architect of Bridge CS2 - C++ Windows/Mac
Architect of Bridge CS3 - C++ Windows/Mac

BridgeTalk

Inter-app communication for all Adobe products
Architect - C++ Windows/Mac, ExtendScript (Adobe's ECMAScript)

Version Cue

Version control for non-Software Engineers
Technical Lead - C++ Windows/Mac

WebAccess

Cross-platform HTTP, SSL, WebDAV and FTP support
Architect - C++ Windows/Mac, using libwww and OpenSSL.

CreatePDF.com

Adobe's first web service; converts files to PDF
Architect - C++, Perl, JavaScript.

Acrobat 5.0

Dynamic integration of back-end web services
Plug-in and Server Architect - C++ Windows/Mac/Ubuntu, Perl

Capture 3.0

Graphics libraries, OCR to HTML
Software Engineer - C++ Windows/Mac
Received a U.S. patent for HTML conversion of scanned documents

ADAM

Scanner library for Acrobat and Photoshop
Architect - C++ Windows/Mac

Brute Force Games - Chief Technical Officer

1996-1997

Delvers Isometric action/fantasy game
Manager, Architect - C++ Windows

Simtex / MicroProse - Manager, Library Software Engineer

1995-1996

Agents of Justice Turn-based superhero squad combat game
Manager - C++ Windows

Master of Orion II 4X turn-based strategy game
Network and Graphics Software Engineer - C++ Windows

Origin Systems - Software Engineer

1993-1995

Crusader: No Remorse Sci-fi isometric action game
Ultima VIII Fantasy isometric role-playing game
Wing Commander Armada First networked space-combat game
Wing Commander Academy Mission-generator space-combat game
Software Engineer - C++ Windows

University of Texas at Austin - B.S. in Computer Science

1988-1992

Member of the ACM, studied AI under Bruce Porter (now Chairman of the Department of Computer Sciences)

References

Tim Margheim, Services Team Lead, Signpost

Zack Simpson, Founder of Appsuma and Traitwise, Research Fellow at UT

Dan Brotsky, Fellow/Chief Architect, Adobe

Arno Gourdol, Senior Director of Product Development, Adobe