

## Résumé of Stephen D. Waits, CCNA<sup>TM</sup>

138 Ignacio Valley Circle  
Novato, CA 94949

steve@waits.net  
415-883-6336

**Objective** A challenging technical position inside an innovative company with a strong future.

**Experience** **Web Developer, Administrator, Owner** **MovieComments.com**  
*October 1999 - Present* *Novato, CA*  
One of three programmers who built this site from the ground up in *less than four weeks of nights and weekends*. This is a MySQL Database driven site written in over 8,000 lines of PHP code, running on a FreeBSD server. My System Administration responsibilities include all system configuration and administration of IP connectivity, DNS/BIND, SMTP, Samba, Visual SourceSafe, PERL, PHP, Apache, and MySQL. My Web Developer responsibilities include relational database design, overall project structure, page design, cascading style-sheets, movie listing pages (Interactive Top 10, New Releases, Coming Soon), movie details pages (Short Reviews, Long Reviews, Age Summary, Gender Summary), weekly contest support, weekly email newsletter, and visitor statistics reports.

**Senior Software Engineer** **Stormfront Studios, Inc.**  
*April 1996 - Present* *San Rafael, CA*  
Primary responsibilities include game design and engineering, programming, and leadership of development. Additionally responsible for all company network facilities, including Internet services and connectivity, file and print services, security, data backup, and the network backbone. Projects worked on include the following:

**Hot Wheels Turbo Racing (Nintendo 64 and Sony PlayStation):** Published by Electronic Arts (EA); shipped on-time. Co-Team Leader of eight programmers and nineteen artists through twenty months of smooth development. Management responsibilities included personnel acquisition, resource management, and scheduling creation and revisions. Development responsibilities included technical documentation, and the design and implementation of a platform-independent codebase. Specifically, I programmed the main state machine, artificial intelligence, interface menu driver, audio support, and the real-time rigid-body physics engine.

**Madden NFL '98 (PC Win9x):** Published by Electronic Arts Sports (EA Sports); shipped on-time. I was called in to help rescue this project which had little chance of shipping on time. My primary responsibilities included replacing the current Win32 game code with a ported DOS version of Madden NFL '97 and finishing the game on-time. Additionally, I was responsible for all audio programming and modem and network multiplayer support.

**Andretti Racing (PC Win95):** Published by EA Sports; shipped on-time. I spent three or four weeks on this project updating the audio engine and adding support for 3D Positional Audio.

**Hockey (Sega Saturn):** Written for Sega Sports; unreleased. Managed a team of three programmers and five artists during the design and development of a 3D Hockey Action Game. My responsibilities included scheduling, resource management, technical documentation, and game design, as well as the programming of all 3D graphics, game code, low-level math routines, and physics code. Though this game was great fun and on-schedule, it never shipped due to the unfortunate demise of the Sega Saturn.

**Madden NFL '97 (PC DOS):** Published by EA Sports; shipped on-time. Wrote custom network drivers for multiplayer support, including support for IPX/SPX cross-router gameplay. Also programmed player animations and all game audio.

**Primary Technical Consultant** **Northlink Internet Services**  
*December 1995 - April 1996* *Prescott, AZ*  
Setup everything for a new Internet Service Provider, including *all* hardware and software, with an emphasis on stability and longevity. Based on my original vision and design, Northlink has shown remarkable growth and secured a strong position in the marketplace.

**Programmer/Analyst** **Embry-Riddle Aeronautical University**  
*April 1994 - April 1996* *Prescott, AZ*

Administered campus-wide, 2000 user, Netware and Unix systems. Designed and maintained all aspects of WAN, MAN, LAN, and local fiber optic based IP/IPX network. Managed all Internet services, including DNS, shell, mail, and news servers, firewalls, routers, hubs, bridges and switches. Wrote custom software applications for task-specific problems, such as tracking work orders.

**Computer Technician** **BSL Computers**  
*August 1992 - April 1994* *Prescott, AZ*

Setup Internet Service Provider side of business. Assembled a wide range of Personal Computers. Performed onsite deliveries, repairs, and training sessions.

**Head Computer Lab Monitor** **Embry-Riddle Aeronautical University**  
*August 1992 - May 1993* *Prescott, AZ*

Assisted students in campus computer labs. Performed Unix and Internet administration. Trained students and staff in new technologies.

**Technical Support Specialist** **KLH Computers, Inc.**  
*May 1992 - August 1992* *Houston, TX*

Provided telephone-based technical support and programmed client/server applications.

#### Game Credits

- Hot Wheels Turbo Racing, Lead Programmer and Core Programmer
- Madden NFL '98, Action Game Programmer
- Andretti Racing, Sound Programmer
- Madden NFL '97, Action Game Programmer

#### Skills

**Began programming at age 9; more seriously at age 14.**

**Programming Languages:** C, C++, C++Builder, MS Visual C++, gcc, g++, Pascal, Delphi, Haskell, Ada, FORTRAN, LISP, Logo, BASIC

**Assembly Languages:** Intel x86, Hitachi SH2, MIPS R3000

**Scripting Languages:** PERL, Bourne Shell, C Shell, sed, awk, make

**Operating Systems:** BSD4.x Unix Internals, FreeBSD, PicoBSD, Linux, Solaris/SunOS, HP-UX, 386bsd, Cisco IOS, VMS, Netware 3.x, NT, Win9x, Win3x, DOS, CP/M, PalmOS, Various Embedded Systems

**Networking:** TCP/IP, IPX/SPX, Berkeley Sockets, WinSock, WAN/MAN/LAN Design, Cabling, Routing, Cisco IOS, Router Configuration, Firewalls, Security, Terminal Servers, Radius and TACACS, PPP/SLIP, Samba, DNS/BIND, SMTP, POP3, IMAP, HTTP, NNTP, BOOTP, DHCP

**Web Development:** HTML, CSS, JavaScript, PERL, DBI, PHP, Apache, SQL, MySQL

**Miscellaneous:** OOP, STL, Functional Programming, Genetic Programming, Neural Networks, OpenGL, DirectX, Digital Signal Processing, Interrupt Programming, L<sup>A</sup>T<sub>E</sub>X<sub>2</sub> $\epsilon$

#### Certification

Cisco Certified Network Associate (CCNA<sup>TM</sup>)

#### Education

**B.S. Aeronautical Science** **Embry-Riddle Aeronautical University**  
*August 1990 - December 1993* *Prescott, AZ*

Status: Junior, Inactive.

#### Interests

Aviation, Aerospace, Games, Artificial Intelligence, Networks, Houston Rockets, and Roller Hockey.

#### References

Available upon request.