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PROFILE

Creative engineer with experience in software, aerospace, and management with a record of software innovations that solve mission-critical problems. Passionate about using modelling to solve real-world problems.

TECHNICAL EXPERIENCE

OS: Windows, Linux, QP/Nano

Languages: C++, C#, Python, various assemblers and legacy languages

Web: .Net, PHP, Ajax, Power BI, CSS, jQuery, AngularJS, Java, XSLT, Apache, MongoDB, MySQL, SQL, ASP, IIS, Drupal, Joomla, WordPress, Flash

W3C Semantic Web Stack: RDF, OWL 2, SWRL

PROFESSIONAL EXPERIENCE

Microsoft Corporation, Software Engineer, Bellevue, WA, 2017-present. Designed and implemented an application development infrastructure. Implemented features for an application prototype tool. Implemented a crash analysis and reporting pipeline.

Intentional Corporation, Software Engineer, Bellevue, WA, 2016-2017. Created and improved features for internal development applications.

Intentional Corporation, Program Manager, Bellevue, WA, 2015-2016. Specified product design, features, UI, and artwork, and their evolution over product life cycle. Drove and directed usability testing. Worked directly with triage scrum team to identify and verify product issues.

Intentional Corporation, Software Engineer, Bellevue, WA, 2016-2017. Wrote features for Microsoft Whiteboard. Collaborated with NASA to create a schema and an English-like editor for specifying spacecraft power fault management strategies and auto-generate code running on a microcontroller's real-time OS. Drove improvements in auto-routing software vendor's interface and functionality. Created visualization and back end features for a client-server personal productivity application.

Woodinville High School, Teacher, Woodinville, WA, 2006-2011. Taught pre-calculus, algebra, and foundations math courses. Implemented computer aided math instruction. Supported school's technology.

Cleveland High School, Teacher, Seattle, WA, 2005-2006. Taught computer applications, web design, and PC maintenance courses. Supported school's technology. Wrote client-server support issue tracker.

Web Developer, Bellevue, WA, 2007-present. Created and deployed an Ajax/LAMP web development framework used for a small-business' internal maintenance visit website. Created websites for a non-profit auction, a plumbing business, and a construction business.

Microsoft Corporation, Test Tools Development Lead, 2000-2003, Seattle, WA. Wrote product performance, build and lab software. Built and managed the Visio automated test lab (200 clients and 30 servers). Wrote and

managed client-server web sites for Visio test, performance and crash reporting. Managed culturally sensitive term filter.

Visio Corporation, Software Engineer, 1996-2000, Seattle, WA. Wrote graphics software features for Visio 4.0 through 6.0. Redesigned Visio's internal reference architecture. Added Chinese and Korean language features. Wrote and managed culturally sensitive term filter.

Splash Studios, Software Engineer, 1996, Redmond, WA. Fixed bugs and wrote a sound driver for the "Piper" interactive movie and video game. Designed the prototype for a new game engine. Implemented source code control practices.

Microsoft Corporation, Software Engineer, 1989-1996, Redmond, WA. Collaborated with IBM, Intel, Asymetrix and other external partners to design the Media Control Interface for Multimedia Windows 3.0a and OS/2 P/M. Wrote the MCI spec and code and the MCI CDROM and videodisc drivers. Wrote the MCI Digital Video for Windows spec in collaboration with the Interactive Multimedia Association; wrote Intel DVI video driver. Wrote multi-threaded OpenGL emulator for SGI's IRIS GL; used emulator to port the Softimage 3D animation tool set from Unix to Windows NT. Created 3D modeling, multimedia streaming, and media asset tracking software in collaboration with animation studios and video editing hardware vendors.

Ithaca Software, Software Engineer, 1987-89, Ithaca, NY. Ported the HOOPS 3D graphics application development system to the Phar Lap 386 DOS extender, OS/2 PM and to several UNIX platforms and PC graphics cards. Wrote the HOOPS dynamically loadable device driver interface. Wrote a persistent text representation for HOOPS 3D models.

Jet Propulsion Laboratory, Engineer, 1981-1987, Pasadena, CA. Modeled and analyzed inertial and radiation properties for the Galileo Jupiter spacecraft and the UARS Earth environment satellite. Wrote 3D configuration and radiation modeling software. Built and managed a CAD lab. Modeled spacecraft configurations and detailed parts. Wrote a Tektronix graphics terminal emulator for the PC. Wrote and deployed a mouse and font management add-on for Word Perfect used by secretarial staff.

Occidental College, Computer and Network Technician, 1980-82, Los Angeles, CA. Administered a minicomputer and a mainframe. Repaired and networked campus computer terminals. Assisted students in computer lab.

Business Computer Consultants, Programmer, 1980, Las Vegas, NV. Implemented a general ledger and accounts receivable package.

Mohigan Management, Programmer, 1976-79, Las Vegas, NV. Designed and implemented data entry and reporting software for coin-operated machines.

EDUCATION

Antioch University, Seattle, WA. Master's in Teaching, June 2005. Washington State Professional Teaching Certificate (secondary mathematics, physics, and computer applications endorsements, last updated in 2010). Research in teaching math with historical and cultural components.

California Institute of Technology, Pasadena, CA. BS in Engineering and Applied Science with emphasis in Computer Science, 1984. Research in computer graphics, VLSI design software, artificial intelligence.

Occidental College, Los Angeles, CA. BA in Physics, 1982. Research in compiler design.