Robert B. Quattlebaum Jr.

518 Railway Ave, #178
Campbell, CA 95008

Phone: +1(650)223-4974
Email: darco@deepdarc.com
URL: http://www.deepdarc.com/

Professional Objective

I am passionate about working on interesting products that people enjoy using. I want to have a hand in creating and implementing the next technology that either directly or indirectly makes an impact on popular culture.

General Skills

Primary: Software Engineering, Object-Oriented Programming, Real-Time Interactive Simulation, User Interface Design, Digital Video/Film Production/Editing.

Secondary: Graphic Design, Website Design/Deployment, Small Business Management, Network Programming, IP Network Planning/Deployment/Maintenence, Ethernet Network Installation/Maintence, Technical Documentation, PCB Layout.

Specific Skills

Languages and Technologies: C++, C, Objective-C/C++, PHP, Python, XML(XSL, XPath, etc...), XMPP/Jabber, Cocoa, Shell Scripting, MEL (Maya) Scripting, SQL, CSS, XHTML, DNS, IPv4, IPv6, TeX/LaTeX, DocBook, SSH, GTK+/GTKMM 2.x, OpenGL, Javascript, BF, Parallax Spin.

Platforms: MacOS X, Unix/Linux, Windows2000/XP, Cygwin.

Applications: XCode, Interface Builder, Quartz Composer, Microsoft Visual Studio, Maya 7, Apple Keynote, Apple DVD Studio Pro, Adobe Photoshop CS, the GIMP 2, GNU Cash, TurboTax, OpenOffice.Org, Microsoft Office.

Other: GCC 2-4, Subversion, CVS, MySQL 4-5, Apache 1-2, Autotools, vim, Unix System Administration (advanced).

Employment History

Software Engineer
Apple Inc. (Cupertino, California)
October 2007–

Independent Contractor (Software Engineer)
Apple Inc., via PrO Unlimited (Cupertino, California)
January 2007–October 2007

Art Tools Engineer
Crystal Dynamics (Menlo Park, California)
October 2005–January 2007
Crystal Dynamics is a video game production studio known for having published many extraordinarily successful titles such as **Legacy of Kain: Soul Reaver**, and (most recently) **Tomb Raider: Legend**.
Projects:
  • Generic Graph Editor: Engineered/implemented a component for manipulating graph-like datastructures visually.

Independent Contractor (Software Engineering/Graphic Design/Consulting)
Self Employed (Sammamish, Washington)
December 2004–October 2005
Designed websites and logos for clients, as well as general computer and network maintenance.
Projects:
  • Implemented an integrated caller-id system for a client which would monitor three phone lines and send caller-id information (using Jabber/XMPP) to every computer on the local network, so that anyone could see who was calling and what line they were on.
  • darcness: A custom, modular content-engine written for Robert's blog, deepdarc.com.
    <http://www.darcness.org/>

- Yoder Machinery Website: `<http://www.yodermachinery.com/stump/>`

Founder/Lead Software Engineer
Voria Studios, LLC (Bellevue, Washington)
August 2002–December 2004

Voria Studios was a small animation production and software company based out of Bellevue, Washington. Work at Voria lead Robert to a deep understanding of digital film and video production, from digital color correction to debanding.

Projects:
- Synfig Core/Studio: Developed a complex feature-film quality vector animation software package from scratch. Some features: Spacial and temporal resolution independence, high dynamic-range color channels, physically accurate color mixing, beautiful antialiasing, modular plug-in architecture, etc. `<http://www.synfig.com/>`
- Animation Production: Produced and directed a number of animated short films. `<http://voria.com/synfig/gallery.php>`

Arcade Technician
Fun Factory (Arcade) (Valdosta, Georgia)
1999–2000

Ensured that all of the video games were operational and safe to play. Activities included everything from fixing ticket dispensers, to replacing CRTs, to repairing force-feedback steering wheels.

Education

Associates Degree in the Science of Real-Time Interactive Simulation, August 2000–August 2002
DigiPen Institute of Technology (Redmond, Washington)

Subjects: Video Game Design, Software Engineering, Linear Algebra, Calculus, Physics, Network Programming, Curved Surfaces, Ray-casting/Ray-tracing, Audio/Video Compression.

- Geode: Was the technical director for this project. Created the framework system that everyone else in the project would build upon and wrote/maintained the Technical Design Document for the project.

School Clubs

Technology Student Association
1994–2000

One of the most active and respected members in the chapter. Went on to win many awards at state compeditions, most of which were first place.

Air Force Junior Reserve Officer Training Corps.
1997–1998

Awards

- **Imation Computer Arts Scholarship**, 1999–2000
  A national digital artwork scholarship for high school students. Twenty-Five finalists are chosen for the scholarship every year. **Received this award two years in a row.**

Interests

- **Machine Usability**. I am keenly interested in the study of general usability and ergonomics.
- **Graphic Design**. I have a knack for making stuff look good.
- **Digital Video Recording and Home Theater**. Built a Digital Video Recorder (DVR) using MythTV. `<http://www.mythtv.org/>`
- **Jabber/XMPP**. Active contributor to several open-source projects which utilize the XML Messaging and Presence Protocol.
- **Synfig**. I currently oversee and direct the open-source development of Synfig in my spare time. `<http://www.synfig.com/>`
- **Animation/Anime**. I did start an animation studio after all. `<http://voria.com/>`
- **Snowboarding**

References

Ken Greenebaum
Senior Software Engineer, Apple, Inc.

Mike Gonzales
Software Engineer, Crystal Dynamics

Nathan Frost
Software Engineer, Crystal Dynamics

Adrian Bentley
Software Engineer, Suckerpunch Productions