

# Luke Rymarz

## Software Engineer

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10 years experience with C and C++. Also have experience with C#, Adobe Flex, ActionScript, and Java.

Experience with OpenGL and digital sound processing and synthesis in C. Currently studying the Microsoft XNA Framework.

Worked in cross-functional and multicultural settings. Designed, implemented, and maintained multiple applications in small and large teams.

### Experience

#### Software Engineer

08 / 2004 – Present



Omneon, Inc. [www.omneon.com](http://www.omneon.com)

Sunnyvale, CA

- Independently designed and developed various Omneon products in accordance with marketing requirements, including
  - ProBrowse Desktop, a client-side, database driven video explorer and player written in C++ with MFC.
  - EDLTool, a complimentary application to ProBrowse Desktop allowing cuts-only video editing of proxies created by the ProBrowse system. Implemented in C++ with MFC, Windows Forms, and DirectShow.
  - ContentManager, a C# application which adds administrative capabilities to Omneon MediaGrid using remote procedure calls and interaction with Active Directory domain controllers.
- Maintained MediaTools, a broad array of C++/MFC applications providing support for Omneon Spectrum servers.
- Worked in a team of two to develop playlist interoperability between EDLTool, ClipTool Pro, and Final Cut Pro.
- Worked in a team of six on a schema driven application written in Adobe Flex and Java allowing for management of media assets and execution of various automated functions.
- Worked with quality assurance teams to develop test plans.
- Prepared and presented training sessions for support and sales teams.
- Represented Omneon at major industry tradeshows. Interacted with and demonstrated Omneon software to customers.

### Education

#### Bachelor of Science, Computer Science

08 / 2001 – 05 / 2004



Washington State University

Pullman, WA

- Graduated with honors, GPA 3.52.
- C programming emphasis areas include graphics, digital sound synthesis and manipulation, and operating systems.
- Implemented a multitasking Unix-based operating system in C.
- Optional courses included linear algebra, differential equations, and intermediate level Japanese language.

### Gamer Profile



- Video game savvy since Christmas, 1989.
- Enthusiastic about all major platforms.
- The game that started it all: Duck Hunt and the Nintendo Entertainment System
- Top Five Favorite Games: Castlevania: SOTN, Metal Gear Solid, Diablo II, The Secret of Monkey Island, Zelda II: The Adventure of Link
- Current Favorites: World of Warcraft, Mass Effect, Halo 3, Diablo II, Guitar Hero III, Jeanne D'Arc

### Hobbies

Video Games, Rock Climbing, Cooking, Guitar, Soap-making