

Luke Rymarz

Software Engineer

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12 years experience designing and developing applications in HTML/JavaScript/CSS, Flex/ActionScript/Flash, C/C++, C#, and Java.

Passionate about video games and photography.

Hobby applications include a website for browsing animated gifs, a Stack Overflow clone, a Facebook application for browsing friends' photos, and a Dungeons and Dragons character builder.

Experience



Software Engineer, Full Stack Developer

March 2010 – Present

Adobe Systems, Inc.

www.adobe.com

San Jose, CA

- Experience with Agile (Scrum) and Lean (Kanban) software development methodologies.
- Comfortable developing software in local and remote teams.
- Full stack developer on the lightroom.adobe.com web development team. Technologies used include Ruby on Rails, nginx, node.js, HTML5, HAML, CSS, SASS, JavaScript, CoffeeScript, and Amazon Web Services.
- Worked with seven engineers to build a Ruby-on-Rails based website for browsing and purchasing third party Creative Suite extensions (creative.adobe.com/addons).
- Developed Extension Builder 2, an Eclipse-based IDE for building Creative Suite Extensions.
- Worked in a small team to build Customs House, a tool for managing export compliance documents for all Adobe products. Written in Adobe Flex.



Software Engineer

August 2004 – March 2010

Harmonic, Inc. (previously Omneon)

www.harmonicinc.com

San Jose, CA

- Independently designed and developed various Omneon products in accordance with marketing and engineering requirements, including
 - ProBrowse Desktop, a PostgreSQL database driven video explorer and player written in C++ with MFC and DirectShow.
 - EDLTool, a complimentary application to ProBrowse Desktop allowing cuts-only video editing of proxies created by the ProBrowse system. Written 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 and extended MediaTools, a broad array of C++/MFC applications supporting functionality of Omneon Spectrum servers.
- Other experience includes: InstallShield, CVS, Subversion, Mercurial, FTP, HTML, CSS, Cygwin, Perl, PHP, Apache, JavaScript, QuickTime, GIMP, Adobe Photoshop, Adobe Illustrator, Flash/Flex Builder, Flash Catalyst, Flash Professional.

Education

Bachelor of Science, Computer Science

August 2001 – May 2004

Washington State University

Pullman, WA

Hobbies

Photography, Video Games, Rock Climbing, Single Malt Scotch, Soap-making, Homebrewing