

Luke Rymarz

Software Engineer

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10 years experience designing and developing applications in C and C++. Also comfortable developing in C#, Adobe Flex/AIR, and ActionScript.

Hobby applications include a Dungeons and Dragons 4th edition character creator (Adobe Flex), a photo gallery builder (C#, HTML and CSS), and a simple but powerful stock research tool (Adobe AIR).

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

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 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 MediaTools, a broad array of C++/MFC applications providing support for Omneon Spectrum servers.
- Worked in a team of six on Omneon MSF, an asset management system. Designed and implemented QuickTime-based player in JavaScript and Adobe Flex (ExternalInterface).
- 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.
- Other experience includes: InstallShield, CVS, Subversion, FTP, HTML, CSS, Cygwin, Perl, Apache, JavaScript, QuickTime, GIMP, Photoshop.

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, Gears of War 2, Halo 3, Left 4 Dead, Sins of a Solar Empire

Hobbies

Video Games, Rock Climbing, Dough and Sugar Related Cooking, Soap-making