

C. KEITH RAY

San Mateo, CA

keith.ray@gmail.com

iOS & MacOS X Developer

Professional programmer preferring to work on Macintosh and iOS platforms using Objective-C, C++, and Swift. *Experienced in shipping products to satisfied customers.*

UPSTART TECHNOLOGY / SIZEOGRAPHY, SAN MATEO, CA

CTO

November 2012-Present

- Designed, created and published *myGraph by Sizeography*, an iOS app for printing customized graph paper to AirPrint-compatible printers.
- Designed, and created an iOS calculator app that allows math with fractions as well as decimals using an innovative dynamic buttons.
- Working in Objective-C, and learning Swift.

INDUSTRIAL LOGIC, INC., BERKELEY, CA

Developer/Trainer/Coach

December 2006-October 2011

- Provide training, coaching, and mentoring for teams learning agile software development, test-driven-development and refactoring.
- Developed training course content and exercises in C++, C#, and C for Windows, Linux, and MacOS X.
- Created and delivered presentations at conferences and internally within client companies.
- Have trained developers in small and large companies (HP, Google, and others) in Germany, Finland, China, other locations in Europe and USA.

INTUIT INC., MOUNTAIN VIEW, CA

Senior Software Engineer

February 2005-November 2006

- Worked in many areas of *QuickBooks for MacOS X*, using Objective-C, C++, Carbon, Cocoa.
- Improved unit testing framework.
- Designed and developed web-enabled connection to PayCycle payroll, including QBXML import/export and Apple's WebKit framework, and Java-based registration client.

ELECTRONICS FOR IMAGING (EFI) INC., FOSTER CITY, CA

Senior Software Engineer

1999 to February 2005

- Team Leader in the development of numerous software applications including *FieryScan*, *FieryRemoteScan*, *EFI ScanBuilder 1 & 2* for Windows and Macintosh, using Extreme Programming practices.

PIXERA, INC. SAN JOSE, CA

Pixera is creator of cameras and software for biomedical use.

Software Developer

1997-1999

- Designed a core cross-platform image-processing architecture including image input-output, efficient image-processing and filtering capabilities, digital camera control, and QuickTime video input-output.
- Implemented and tested the architecture and crafted *ViewFinder*, *Studio*, and *Album* applications for MacOS and Windows 95/98/NT as well as internationalized the application for Japanese releases.

APPLE COMPUTER, CUPERTINO, CA

Software Engineer

1995-1997

- Enhanced SIOW (simple Input-output) Library; fixed bugs, added Balloon-help, Core Apple Event support, and configuration options.
- Enhanced MPW standard C libraries, designed and coded major portions of a multiprocessor-safe version of StdCLib
- Replaced inefficient code in the StdCLib ANSI_C memory routines resulting in 5% to 15% speed increases for a heavy users of malloc/free.

ADDITIONAL EXPERIENCE:

- ◇ Kodak Health Imaging Systems, Inc., Plano TX
- ◇ Ideal Learning, Inc. Irving TX
- ◇ UT Health Science Center, Dallas, TX

EDUCATION & PROFESSIONAL DEVELOPMENT

Bachelor of Science, Computer Science, Baylor University, TX

Also:

- ◇ Weinberg Writer's Workshop ◇ Problem Solving Leadership Workshop ◇ Agile Team Leadership Workshop ◇ Solaris Threads ◇ NextStep Training ◇ Certified Scrum Master ◇ Internal Apple training.