

Goals & Objectives

Lead a small to medium engineering team; engage with customers, partner companies, and the open source community; build and continue relationships with relevant standards organizations; hands-on software prototyping and architecture. Have fun. Build things that people enjoy to use. Define the future. Move quickly and anticipate change. *Turn-ons:* Art Deco, artificial experiences, and whitespace. *Turn-offs:* property grids and desktop applications. *Favorite piece of UI:* Word's "Styles and Formatting" pane - allows a seamless transition between ad-hoc and structure.

June 2006 - Present: Linden Research, Inc.

October 2008 – Present: Director of Technology Integration

- Co-chair of IETF Virtual Worlds Region/Agent Protocol working group
- Lead competitive technology analysis within product space
- Technology prototype projects using HTML5, ECMAScript, WebGL, Python
- Engaged contractors for prototype development projects, and vision video artwork
- Performed technology evaluation of potential partners and acquisition targets
- Acting technical lead for "Second Life Enterprise" Alpha and Beta

June 2006– October 2008: Director of Release Management

- Grew release team from 2 to 8 members; oversaw concurrency growth from 10k to 70k
- Supported 74 person Engineering team. Initiated maintenance triage process.
- Organized, scheduled, and executed 9 cross-platform client and 13 Linux server releases
- Drove SCM branching and merging strategy to increase reliability of code trunk
- Direct engagement with user and developer community via blogs, email, forums
- Hands-on and lead development of deployment tools and processes for updating 5000+ servers, reducing service downtime from 5+ hours weekly to continuous uptime.

June 1997 - May 2006: Microsoft Corporation

August 2005 – May 2006: Program Manager for Office Live - Service Experience

- Owned customer relationship efforts – translating marketing team needs into features
- Drove integration efforts between Office Live and Global Marketing customer data stores
- Designed storage and APIs for user data for live operations and user profiling

September 2001 – July 2005: Lead Program Manager for Microsoft Office InfoPath

- PM Lead on form design component of InfoPath 2003, 2003 SP1 and 2007
- Managed a team delivering formatting and layout, controls and data binding, schema design and publishing feature areas for the product
 - Engaged customers during Beta adoption, presented briefings for corporate executives
 - Lead "incubation" efforts investigating render/layout platforms for post-2007 release
 - Presented developer sessions at Tech•Ed 2003, 2004, 2005
 - Patents on XML data controls, extensibility, and design tasks

June 1997 – September 2001: SDE on DirectX Multimedia/Office Activation team

1999 –2001: Microsoft PowerPoint 2002

Delivered shared animation infrastructure for Office, exposed in PowerPoint 2002

- Implemented shared authoring/editing object model for object animations
- Developed new task pane UI for PowerPoint Custom Animation capabilities
- Patent on interactive timeline custom control

1998 –1999: Microsoft Vizact 2000

Created a WYSIWYG animation tool for HTML and Word/PowerPoint documents

- Implemented application UI, command dispatch and editing infrastructure
- Owned localization, internationalization and accessibility efforts



- Implemented Trident hosting, custom file dialog, file-browser workpane

1997 –1998: Microsoft Liquid Motion

Created an actor/behavior -based authoring tool for web animations, implemented in Java

- Converted application UI infrastructure from Java AWT to custom Win32 wrapper layer
- Designed and implemented an abstract dialog description language for plug-ins.



January 1996 - June 1997: Dimension X

Web studio technical lead at a “Java Startup” in San Francisco; later moved to the tool creation side of the organization, which was acquired by Microsoft.

- Technical Lead for Web Studio
 - Bidding, site development, management, integration
 - Web server administration, client- and server-side development (CGI, applets)
 - Implemented user interface and multi-user chat system for in-browser multi-player online game "In the System" created for Intel using in-house Liquid Reality VRML/Java 3-D toolkit
- Tools Development
 - Implemented plug-ins and form controls for in-house Liquid Motion animation tool



Education

B.Sc. in Computer Science, University of Calgary, 1995

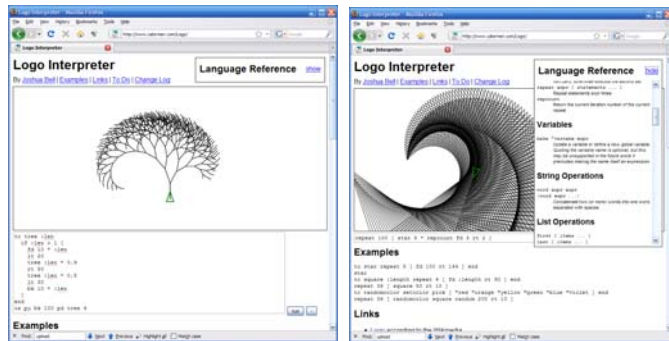
Hobby Project Portfolio

Logo Interpreter in JavaScript

Adapting the classic teaching language with named procedures and turtle graphics. Uses canvas tag (no IE support yet).

<http://calormen.com/Logo>

Circa 2008.



vnllc - Streaming video to an Apple II

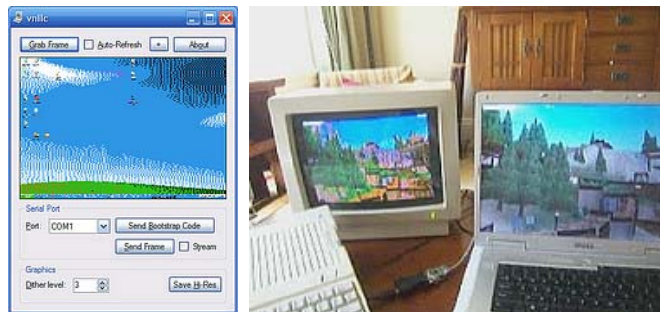
As seen on Boing Boing! (April 14, 2008)

Windows server app captures desktop, converts to Apple II graphics, and streams to a 6502 client over RS232 serial. Keyboard and joystick events are sent from the Apple to Windows to drive apps. Can bootstrap Apple from bare metal over serial, too.

An art project, not a serious app!

<http://calormen.com/vnllc>

Circa 2008.



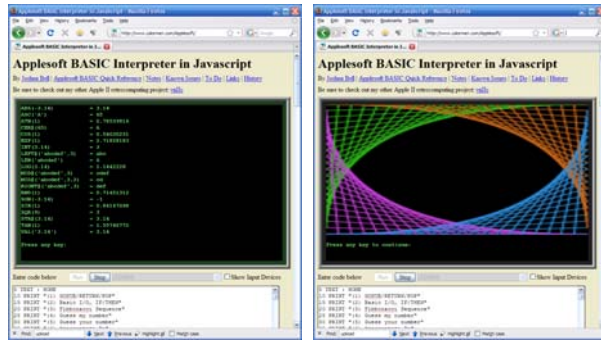
Applesoft Interpreter in JavaScript

As seen on *Slashdot!* (May 1, 2008)

Interpreter, not an emulator. Runs most extant examples of Applesoft BASIC code. DOS via VFS, high- and low-res graphics, paddle/joystick widgets. Runs in IE, Firefox, Safari, Opera.

<http://calormen.com/Applesoft>

Circa 2007.



TravellerMap.com

Interactive map (a la Google Maps) for the SF RPG **Traveller**. Front end is "AJAX" compatible with IE, Firefox, Opera and Safari. Back end for tile rendering and searching is ASP.NET in C#. Inspired by printed game maps from 1980's which conveyed different information at each scale.

Circa 2005-Present.



["Halo Mobile"](#)

Experiment in game development and adapting the Halo: Combat Evolved FPS *experience* to a mobile platform – but entirely custom code. Used a mix of textured/shaded 3D polygon, voxel, and 2.5D/billboard graphics with depth-buffer occlusion. Dynamically scaled and auto-layout UI and HUD to adapted to different devices and screen orientations. Cross compiled for WinCE and Win32. Ran on 200MHz ARM processor in 16MB RAM. Utilized GapiDraw, Gapi3D (see below), and FMOD. 2.5D sprites created via photography of toys and lots of pixel tweaking.

Just a technology demo – no AI or game-play.

<http://www.youtube.com/watch?v=Yjmn7WTLZPY>

Circa 2003-2005.

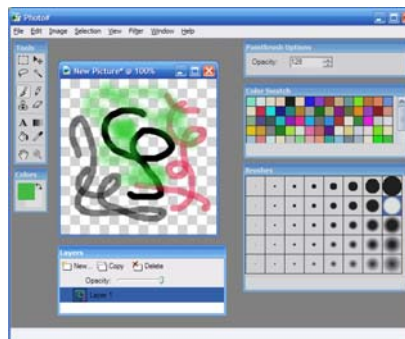


Photo#

Photoshop-like drawing tool for Windows coded in C#. Soft brushes and erasers, full undo/redo, layers, magic wand, selection tools.

Abandoned once Paint.NET was released (but this has better brushes).

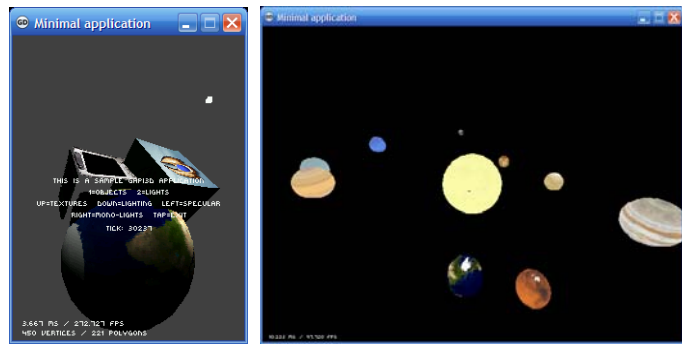
Circa 2004.



Gapi3D

Software 3D renderer for Windows Mobile (Pocket PC/WinCE) on top of [GapiDraw](#) (DirectDraw-like 2D library). Point and directional lights, smooth and flat shaded textures, depth buffering. Supports 17 render states, template-based optimization of render paths, Direct3D-like API. C++, cross compiles for Win32 for easy development.

Circa 2002-2004



JACK2002

Rewrite of Liquid Motion's bloated (270k) Java runtime to a 20k runtime, without sacrificing core features (scenes, bitmaps, vectors, text, audio, motion, transforms, sequence primitives; extensibility). JDK 1.0.2.

See <http://calormen.com/jck2002> for commentary

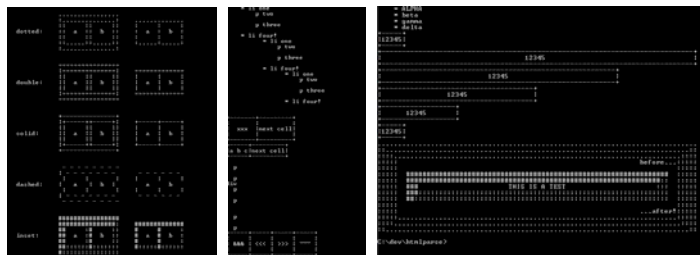
Circa 2002.



htmlparse

HTML to plain-text renderer, intended for batch conversion of FAQs from Web to USENET. Implements a "forgiving" HTML parser and DOM, CSS 2.0 parser, and recursive layout and rendering engine to handle block layout and tables. Layout is (almost) entirely CSS driven – "HTML" is just a default style sheet. Originally Perl, rewrote in C++.

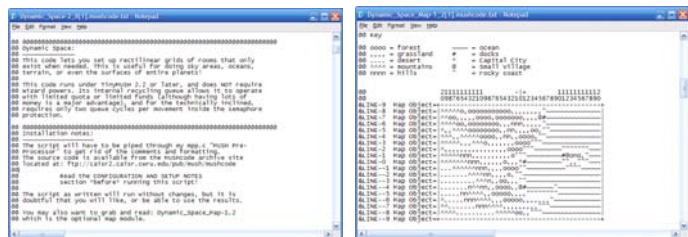
Circa 1999-2000. Dusted it off in 2008 to port to C++ STL as a learning exercise.



Dynamic Space

Virtual room system for MUD implemented in-game in script. Allowed the specification of large N-dimensional grids of rooms while minimizing game resources. Used to implement a 40x40 room "desert" in NarniaMUSH. Area definitions optionally defined using ASCII maps. Rooms could be customized from within; dropping an item in a room would "pin" it. TinyMUSH script.

Circa 1993.



Hosted at: <http://www.mushcode.com/CodeList.aspx>