

David Goehrig

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<http://blog.dloh.org>

SUMMARY

Multi-talented software designer & systems architect, with experience in mobile, web, gaming, and system level engineering.

SKILLS

- C, C++, Objective-C, Java
- Perl, Python, Ruby, Smalltalk, Lua
- Javascript, Flash ActionScript
- OCaml, Lisp, Forth, PHP
- IOS, Android, BREW,
- Linux, BSD, Mac, Windows, Solaris
- Ancient Greek & Latin
- Oracle, Postgres, MySQL
- NoSQL, Riak, CouchDB
- Solr, Lucene
- Puppet, Capistrano, RPM
- Varnish and HAProxy
- Game, network, and distributed programming
- Ancient Greek & Latin

EDUCATION

- University of St. Andrews, St. Andrews, Fife, Scotland— M.Lit. Late Ancient, Early Medieval, Byzantine Studies, 1999
- Canisius College, Buffalo, N.Y. — B.A. Honors History, & Mathematics 1998

EXPERIENCE

Synacor — 2009 - present

- Architected a signature news application for a new Android tablet (due end Q2 2011), in Java and Javascript, Riak, and Varnish.
- Architected an asset management system severing millions of video and news assets to millions of subscribers, in Perl + Catalyst, Varnish, Solr, and Postgres.

Self-Employed — 2003 - 2009

- Developed Steven Colbert's The Wørd for iPhone in Objective-C and Ruby on Rails
- Ported YouTube's java client to C & BREW for Verizon phones in C and Java.
- Built a white label WAP portal and application platform for Transpera, in PHP and Ruby on Rails.
- Architected a MMS based photo-sharing scavenger hunt game for Scavengero in C, Lua, and Javascript (backend), Flash client
- Architected Soapbox Mobile's Web, WAP, and SMS application platform, C and Python backend.
- Built a baseball player analytics engine in Ruby on Rails for Benchcoach.
- Built a web cam enabled Flash client for Justin.tv in ActionScript.
- Architected a distributed video render farm for ICTV in Ruby on Rails.
- Architected a MMO poker game server and related A.I. for iHomeGame.com in C and Python.
- Designed a boxing simulator for ESPN's Friday Night Fights mobile & flash games, C and Python, OCaml for the AI.
- Ported Xpoint Technology's Rapid Restore product to Linux, in C.

The Sporting News — 2001 - 2003

- Architected a real-time fantasy draft application for MLB.com & FoxSports.com, with a C backend and ActionScript front end in Flash.
- Re-engineered the Strat-O-Matic Baseball and Football into MMO games, in C.

VA Linux Systems Inc. — 2000-2001

- Developed Linux system installation software and device integration, Perl, C, Postscript, and some PHP.