Trevin Beattie

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OBJECTIVE:

A **Software Engineer** position that will provide additional experience in my particular areas of interest, including most aspects of computer graphics, such as 3-D modeling, user interface design, games, and simulations.

EDUCATION:

1989–1991   Brigham Young University   Provo, UT
Bachelor's degree in Computer Science ; GPA=3.7

1986–1987   Ricks College   Rexburg, ID
Associate degree in Computer Science ; GPA=3.7

SKILLS:

- **Over 10 years** experience in **C** programming
- 7+ years **assembly** language programming (m68k, i386)
- 10+ years **unix system administration**
- 3 years RTOS **system software** development
- Additional skills:
  C++, Perl, emacs lisp, shell scripts, HTML, MySQL, TeX, NetBSD, RedHat Linux, X11R6, Motif, TCP/IP

WORK EXPERIENCE:

6/2005–present   Boingo Wireless   Santa Monica, CA
Software Engineer

Developed Perl library routines to provide a common and consistent interface to configuration data and database access for applications written by all of our developers. Assisted in the development of automated deployment processes for the systems administration team. Maintained back-end Perl code for Boingo client connectivity.

6/2004–5/2005   Boingo Wireless   Santa Monica, CA
Systems Administrator

Assisted in setting up and testing a new series of rackmount servers, including Dell CPU's and Cisco routers, running RedHat Enterprise Linux, and installed them in the data center in Virginia. Performing software maintenance, testing, and upgrades for data centers both in VA and Los Angeles. Helping to develop database, intranet web scripts, and procedures to improve internal software testing and deployment processes.

3/2004–5/2004, 8/2003, 6/2003   Eyring Corporation   South Salt Lake City, UT
Software Engineer

Various short-term contract projects for some of Eyring's clients. Most recently was a 60-hour project for Sandia National Labs, which involved porting their existing code (written mostly in m68k assembly) from an older version of PDOS and obsolete hardware to a newer CPU board and the latest release of PDOS. Also performed on-site testing of the finished port. Earlier projects included minor technical support such as debugging code and making small customizations to PDOS.

11/2002–12/2003   GISOL, Inc.   Los Angeles, CA
Systems Administrator

Managed around twenty virtual web hosting servers running RedHat Linux 7.x and Apache and containing several hundred accounts each. Administrative duties included new system installs, migrating accounts between servers, monitoring server loads and resource usage, and making recommendations to management regarding new server purchases. All administration was done remotely; the servers were physically located in Texas. The accounts were managed using cPanel on about half of the servers, and HSphere on the rest. One of the servers was running FreeBSD 4, for which I did a custom build of the kernel.

In addition to system administration, I developed several perl scripts to automate certain account management functions and for parts of the company's web site, several of which interfaced with the company's MySQL database and the HSphere PostgreSQL database. Also provided technical support for hosted accounts and support for 1st-level support agents outsourced from India, plus miscellaneous office work as assigned by management.

9/1997–12/2001   Eyring Corporation   Midvale, UT
Software Engineer

Involved in writing major components of the newly developed x86-based real-time operating system (EYRX), including the standard C library, terminal interface driver, command shell, and integrating the BSD TCP/IP networking code. Most of that work was done in C, with a significant amount of x86 asembly. Provided technical support and maintenance for the company's 68k-based real-time operating system (PDOS), which was almost exclusively written in m68k assembly. Administered the company's network and unix-based file/ftp/web server, which included various system such as a Sun SPARCstation running SunOS 4 and PC's running RedHat Linux 6, NeXTSTEP 3, and NetBSD (which outlasted all others). Also performed various other office duties (shipping/invoicing) and trained our assistant system administrator and webmaster.

6/1994–8/1997   Packard Bell   Magna, UT
Technical Support Representative

Took incoming calls from PC owners, diagnosing hardware and software problems and providing the appropriate corrective measures.

OPEN-SOURCE and SHAREWARE PROJECTS:

2002   **NetBSD**

Patching the file systems and associated disk utilities to handle large-sector disks. Submissions:
> `http://www.NetBSD.org/cgi-bin/query-pr-single.pl?number=17398`
> `http://mail-index.netbsd.org/tech-kern/2002/06/08/0015.html`

2002   **d2sEdit**

A Motif application in C++ for modifying Diablo II saved game files. Description:
> `http://www.xmission.com/~trevin/DiabloIIv1.09_Editor.html`

2001   **glibc-2.2.4**

Extensive testing and bug fixing for the Gnu C library. Reports:
> `http://bugzilla.redhat.com/bugzilla/buglist.cgi?`
> `email1=trevin%40xmission.com&emailreporter1=1&chfieldto=Now&`
> `cmdtype=doit&order=Bug+Number+Ascending&form_name=query`

1999   **BASIC**

A Dartmouth BASIC interpreter for unix, written in C and Bison.

1998   **xANALOGadventure**

A port of an Atari adventure game to X (C++, Xlib only). Screen shot:
> `http://www.xmission.com/~trevin/images/xANALOGadventure.gif`

1995   **xhanoi**

A simple game for X in C++. Screen shot:
> `http://www.xmission.com/~trevin/images/xhanoi.gif`

1992   **3D Maze**

A game for the Atari ST. Screen shots:
> `http://www.xmission.com/~trevin/maze.html`

1990–1991   **Tetris**

A game for the Atari ST, designed to play like the arcade game, written in C with some 68K assembly. An earlier version was also done for the Atari 800 in 6502 assembly. Screen shot:
> `http://www.xmission.com/~trevin/images/tetrexam.gif`

AFFILIATIONS:
- Member of ACM-SIGGRAPH