

# Scott Douglas

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## Objective

To obtain a full-time software engineering position that allows me to work on fulfilling projects. Available June 2013.

## Education

**Rochester Institute of Technology**, Rochester, NY  
Bachelor of Science in Computer Science with Highest Honors, Minor in Psychology, August 2005  
GPA: 3.95

## Skills

**Languages:** C++, C, C#, Python, HTML, CSS, JavaScript, ASP.NET, XML, Java, PHP, ActionScript  
**APIs:** PyQt, OpenGL, DirectX, jQuery, Swing, Windows Forms, AJAX, .NET  
**Operating Systems:** Linux, Unix, Windows, Mac OS X  
**Software:** Visual Studio, vim, Eclipse, Microsoft Office, Photoshop, Illustrator, Flash, Maya

## Work Experience

**Animation Technical Director** (*full-time, April 15, 2009 – Present*)  
PDI/DreamWorks, Redwood City, CA

- How to Train Your Dragon, MegaMind, Madagascar 3, and Peabody and Sherman
- Provided animation support for multiple teams of animators in a production environment.
- Worked cross-site with other technical directors and artists in Glendale, CA.
- Developed tools in Python. Debugged R&D code written in C/C++.
- Debugged failed renders, setup test shots, logged bugs, and debugged dynamic simulations.

**Web Programmer, Graphic Designer** (*freelance, August 2008 – January 2009*)  
<http://www.bridewiseonline.com> (*now defunct*)

- Responsible for all graphic design and coding.
- Used C# ASP.NET, HTML, CSS, AJAX, and ActionScript 3.0.

**Software Design Engineer** (*full-time, September 2005 – April 11, 2009*)  
Microsoft Corporation, Office Graphics, Redmond, WA

- Responsible for SmartArt color transform and style definition integration, SmartArt stabilization, and SmartArt SQM bug fixing during the Microsoft Office 2007 release.
- Worked with program management to design photo features and create milestone estimates. Prototyped features, created development plans, performed code reviews, and implemented and integrated photo features using C++ for Microsoft Office 2010.
- Mentored two interns and one full-time hire.
- Documented part of the Office Drawing binary file format that corresponds to shapes and pictures inserted in Word, PowerPoint, and Excel.
- Owned and maintained legacy code and ensured compatibility between versions of Office.
- Admitted to the Technical Leadership Select 2008-2009 program for development of high-potential employees. Attended leadership-building training.
- Worked on a team developing features for a shared component in a very large codebase. Collaborated with remote teams in other states and countries.

**Software Developer Co-op** (*full-time co-op, March 2005 – August 2005*)  
Vicarious Visions, Handhelds Group, Troy, NY

- Experienced the full production cycle of Ultimate Spider-Man for the Game Boy Advance.
- Reviewed design documents, created task estimates, coded UI and logic features in C++.

**Software Developer Co-op** (*full-time co-op & freelance, June 2003 – March 2005*)  
Axiom Corporation, Financial Services Solutions Group, Conway, AR

- Worked full-time for three 10-week internships and continued on a freelance basis.
- Java GUI and program design for a large internal tool that connects to a remote server to manipulate database files. Java GUI design for a larger external tool for Providian.
- Created a custom Java Server Faces component to choose a file on a remote machine using backing beans to call web services.

## Awards

Rochester Institute of Technology Dean's List (*All Quarters*)  
RIT Outstanding Undergraduate Scholar Award (*2003-2004 school year*)