

Ray Torres

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Objective: Microsoft Windows 95, NT, 3.1 Application Development and Graphical User Interface (GUI) design and implementation, using MS Visual C++ and MFC (Microsoft Foundation Class Library). Contracting on a job-bid or hourly basis.

Technical Skills

13 years experience in Software Development and Management, Technical Writing and Technical Marketing as described below, including 5 years experience in Microsoft Windows application development. Creative, organized, team player with good communication skills, a proven track record, and full life cycle development experience from product concept through final shipment of successful products.

Computer Languages: Proficient in C++, C, 80x86 Assembly, Pascal, BASIC.

Development Environments / Tools / APIs / Technologies: Microsoft Visual C++ ver. 4.2, Microsoft Foundation Class Library (MFC) ver. 5.0, Windows Software Development Kit (SDK), Win32 API, Win16 API, ActiveX, OCX, GDI, MDI, OLE2, DDK, DLL, printing, graphics, Unicode, internationalization, timers, clipboard, file I/O, splash screen, user interface (modal and modeless dialog boxes, toolbars, status bar, menus, custom controls, common dialogs, drag-and-drop, splitter windows, double-buffering, control sub-classing, owner-draw buttons, bitmaps, fonts, scrolling views, etc.); Bounds Checker, SourceSafe, PVCS.

Operating Systems: MS Windows 95, NT 4.0, 3.1; MS-DOS; UNIX; UCSD-p.

Education

- B.S. Computer Science, University of California, Santa Cruz, (1984) - GPA 3.85
- Univ of Calif, Ext: *MS Windows 3.1 Programming; C++ Programming Language; Microsoft Windows Development Using Visual C++ and Microsoft Foundation Class Library; Prof. Sequence Award in Microsoft Windows Programming and Certificate Program in Object-Oriented Programming.*
- Conferences, seminars in Microsoft Windows and Object-Oriented Programming: *Visual C++ Developers Conf., MFC Developers Conference, Microsoft Tech Ed, Software Development 92-96, WinDev, Windows Solutions.*

Professional Employment History

Senior Software Engineering Contractor, Hewlett-Packard, Inc., Sunnvale, CA (1.3 years)

HP manufactures an automotive diagnostic and information system (hardware and software) **which it markets to major auto manufacturers worldwide.** As part of an international engineering team, I was responsible for designing and implementing portions of the user interface, configuration module, data validity module, porting 16-bit code to Win32, and a module that downloads firmware into vehicle computers. This system has been successfully completed and has been translated into 14 languages and is shipped worldwide.

The project runs in the MS Windows NT ver 4.0 environment and is implemented in MS Visual C++ ver. 4.2, 5.0 and MFC (Microsoft Foundation Class Library).

Senior Software Engineer / Project Lead, CrossWind Technologies, Inc., Santa Cruz, CA (2 years)

CrossWind Technologies develops and markets *Synchronize*, a group scheduling, calendar, task and resource management application, implemented with a client-server, distributed network, cross-platform architecture. I was responsible for the implementation (coding), internal software architectural design, feature specification, and user interface design of the Windows 95/NT and Windows 3.1 *Synchronize* client applications using Visual C++ and MFC. This position included group lead responsibilities, and the hiring and management of a team of software consultants.

Software Engineering Consultant, Novell, Inc., San Jose, CA (6 month contract)

Design and implementation of the Windows 95/NT front-end GUI components for a Multi-Protocol Router Network Configuration Utility. This application, written in MS Visual C++ and MFC, provided a point-and-click visual interface tool for system administrators to configure, monitor, and route complex worldwide Novell networks.

Software Engineering Consultant, Eagle Mountain Systems, Inc., Santa Clara, CA (2 years)

Software development for a family of graphics adapter cards: Microsoft Windows 3.1 setup and configuration application, manufacturing test software, monitor setup utility, video BIOS development and maintenance.

Software Engineering Consultant, LSI Logic, San Jose, CA (6 month contract)

Microsoft Windows 3.1 graphics device driver; Microsoft Windows 3.1 application for setup and configuration of graphics adapter card.

Software Engineering Consultant, Headland Technology, Fremont, CA (8 month contract)

Software Development: Microsoft Windows 3.1 graphics device driver for the HT216-32 graphics chip.

Technical Writing: Programmer's Reference Manual (specification and writing) for the HT216-32 graphics chip.

Senior Software Engineer / Senior Applications Engineer, S3, Inc., Santa Clara, CA (2 years)

•*Project Management:* Responsible for Graphics Device Driver Suite for S3 86C911 GUI Accelerator chip; specification, hiring, contract development and negotiation, scheduling, tracking, testing and production.

•*Software Development:* Microsoft Windows Display Device Drivers; video BIOS modification and maintenance, graphics semiconductor functionality testing and diagnostic software, demos, graphics library, test-vector translation and system simulation.

•*Product Definition:* Responsible for register/bit level software interface design for graphics IC product; definition of 86C911 functionality/feature set.

- Marketing*: Marketing presentations and analysis, focusing on graphics IC performance/functionality.

Senior Software Engineer, Western Digital Imaging (Paradise), Mountain View, CA (1 year)

Software Development for WD 8514/A+ Graphics Coprocessor: AutoCAD and Microsoft Windows Graphics Device Drivers, Graphics Library, Benchmarks, Demos, Driver Installation Program.

Applications Engineer, Intel Corp., Graphics Components Group, Santa Clara, CA (3 years)

- Software Development*: Development of software for the Intel 82786 Graphics Co-processor: AutoCAD, Microsoft Windows, DRI GEM, X-Windows, and GSS DGIS device drivers; graphics library; demo software; development, diagnostic and debugging tools. Written in C and Assembly.

- Seminars and Training*: Development, presentation, and presenter training of an Intel Graphics Seminar and Programming class used throughout the US, Europe, and Japan.

- Writing and Publications*:

Coprocessor Revs Up Graphics Performance, Mini-Micro Systems, Cahners Publishing Co., October 1987

A programmer's Model of the 82786, Microcomputer Solutions, Intel Corp., Jan/Feb 1988

An Introduction to Programming the 82786 Graphics Coprocessor, Intel Application Note AP-408, Oct 1987

82786 C Language Graphics Library User's Guide, May 1988

Intel 82786 Monitor Program User's Guide, May 1988

Intel 82786 Software Release Notes, May 1988

- Technical Support*: Customer support in graphics software issues, hardware/software debug.

- Awards*: *Best Instructor*, 1987 International Applications Conference.
Microcomputer Group Divisional Award, Dec 1986.

Technical Writer, IMAGEN Corp., Santa Clara, CA (1 year)

Complete responsibility for research, design, writing, illustrations, and production layout of the *UNIX Host Software User's Guide and Installation Manual* (laser printer control software).

Software Engineering Consultant, Gilroy Unified School District, Gilroy, CA (1 year)

Developed an educational program for teaching English as a Foreign Language for the Apple II computer, consisting of graphics and audio output, graphics editor, authoring system, record keeping, report generation, and tutorial components. Written in Apple Pascal on the UCSD-p operating system.

Computer Instructor, Santa Cruz County Office of Education, Santa Cruz, CA (3 years)

Teaching: Computer Programming, Computer Literacy, Word Processing, Database Management, and Spreadsheet programs, Computer seminars for educators. Curriculum development, lab design and installation.