

## JOSEPH M. WOODBURY

joewoodbury.net

### SUMMARY

Senior software engineer with a track record of successfully completing complex software projects.

23 years experience as a professional programmer.

21 years developing commercial applications for Microsoft Windows primarily using C, C++ and MFC.

7 years developing commercial applications using C#.NET.

4 years working with Windows Embedded Compact (CE), Windows Mobile and PocketPC

5 articles published on CodeProject.com.

Experience in the following languages and technologies: C++, MFC, Win32, Windows CE, Multithreading, C#, .NET, Serial Communications, TCP/IP, BlueTooth, Version Control, ISAM databases, GDI+, XML, 80x86, MPC860 & 6502 Assembly, XML, SNMP, HTML, DevPartner

### EMPLOYMENT HISTORY

#### **Windows Mobile Programmer – 2011 - Present**

##### **Wavelink, South Jordan, Utah**

##### **Key Technologies: C++, Win32, Windows CE, Mobile & PocketPC**

Wavelink is the leading provider of multi-device mobile device management. I work primarily with rugged handheld devices which are mainly used in warehouses and on store floors. My first tasks were to port the core software to several new devices.

#### **Senior Software Engineer – 2006 - 2011**

##### **DriverTech, Salt Lake City, Utah**

##### **Key Technologies: C++, MFC, Win32, C#, .NET, Windows CE & Mobile, Surround SCM**

I designed and wrote several software components including an embedded browser, an API in .NET to interface to the core DriverTech subsystem and support for various hardware components. I ported the key communication pieces to Windows Mobile and wrote some Windows Mobile applications.

I evaluated and selected Surround SCM as our software configuration management solution. I am also working on a reorganization and redesign of the Truck PC software.

I wrote a proof of concept for Schneider National. This project led to a second proof of concept integrating scan-equipped rugged mobile computers (Windows CE based) with the TruckPC. Both projects were extremely successful and opened discussions with one of the largest truckload fleets in the world.

I initiated a re-skinning project of the TruckPC code, giving it a much needed face lift. In 2011, I ported the TruckPC software from an XP embedded base to Windows CE 6.0 R3. This was done in two steps; first I converted it to use Unicode throughout. Second, I ported the software to CE. The biggest issue I ran across with the port was the change of libraries for loading JPG and PNG files.

#### **Senior Software Engineer – 2003 - 2006**

##### **MyFamily.com, Provo, Utah**

##### **Key Technologies: C++, MFC, Win32, RoboHelp, C#, .NET, VistaDB, C++/CLI, GDI+, DevPartner**

I migrated the Family Tree Maker project from Visual C++ 6.0 to Visual Studio 2003 and improved its organization. I worked with other team members to reduce the number of warnings from several thousand to zero. I helped fix bugs and design and implement new features for two major releases of the product.

Starting in the fall of 2005, MyFamily.com started work on a complete redesign and rewrite of Family Tree Maker. I designed and implemented the prototype using .NET 2.0 and VistaDB.

**Senior Software Engineer – 2000 - 2002**

**I-Link Incorporated, Draper, Utah**

**Key Technologies: C++, MFC, Win32, TCP/IP, SNMP, VoIP, pSOS, Q.931**

I added E1 support to our T1 gateways so they could be used in Europe. I improved their stability and functionality and wrote utilities for the gateways which greatly simplified configuring them.

I was lead engineer of the SDK. Part of the SDK was a unified error reporting system which allowed system administrators to have errors reported to the event log, by e-mail and/or by SNMP traps.

I revamped the build process and designed a versioning and release plan which eliminated many problems with software releases and improved the identification of problems with the network.

When I-Link shut down a subsidiary in Israel, I took over all software development of the access device they were developing. The device used the pSOS operating system, but was soon cancelled.

I designed and wrote a call routing engine that was significantly faster and more capable than the previous Oracle based engine. It could do partial lookups, highly customizable least cost routing and number translation. In combination with an SS7 project, this project allowed I-Link to save over \$650,000 a month.

**Senior Software Engineer, Video Producer & Owner – 1995 - 2000**

**Cine-Bit Productions, American Fork, Utah**

**Key Technologies: C++, MFC, Win32, PharLap ETS, DirectShow, Video for Windows, SNMP**

I started Cine-Bit in order to combine my expertise in media and software. I designed and wrote the software for First English Hawaiian Vacation, an interactive multimedia English language primer for foreign language speakers. I wrote utilities to catalog the audio and video and build the propriety databases required. I also produced the video and wrote, directed and edited five of the ten lessons.

In addition, I worked on the following contracts:

- I produced, co-directed, edited and digitized the video for Quick English Junior.
- I worked on Ancestral Quest 3.0, a genealogy program.
- I designed and wrote a Windows NT SNMP agent that monitored application events and broadcast alerts based on user defined criteria.
- I wrote a program that controlled DVD playback using an edit list.
- I designed and wrote the core architecture for a ticket vending machine. I also wrote the audio subsystem for ADA support which allows a blind person to operate the machine.

**Computer Programmer – 1994 - 1995**

**LinguaTech International, Orem, Utah**

**Key Technologies: C++, MFC, Win16, Win32, Video for Windows**

I wrote the software for Quick English for Windows, an interactive multimedia English language primer for Japanese speakers. While the UI was copied from the Apple Macintosh version, for which no source was available, the software was entirely my design and implementation.

**Software Engineer II – 1991 - 1993**

**Novell, Provo, Utah**

**Key Technologies: C, Win16, NetWare, DOS, OS/2, NCP**

I was lead engineer of NWCalls, the client interface to the bindery NCPs (i.e. NetWare 3.11 and earlier.) I gave presentations at several conferences in the United States and Europe on the SDK.

**Software Engineer – 1989 - 1990**

**Artisoft, Tucson, Arizona**

**Key Technologies: 8086 Assembly, C, DOS, NetBios, Win16**

I designed and wrote the key DOS utilities for LANtastic 3.0 using 8086 assembly language. I wrote the Windows interface for Artisoft's first attempt at telephony.

**Computer Programmer – 1988 - 1989**

**Sharedata, Chandler, Arizona**

**Key Technologies: 6502 Assembly, C, DOS**

I worked on several computer games for the Apple II and updated the data sets for several PC games.

**EDUCATION**

Bachelor of Arts in Cinema, Columbia College, Hollywood, California

Partial Bachelor of Science in Design Engineering Technology, Brigham Young University, Provo, Utah