

<?xml version="1.0" ?>

<resume>

<contact>

<name>**D. Roland Hess**</name>

<email preferred="true">me@harkyman.com</email><phone>412.408.4993</phone>

<street>680 Pearce Mill Road</street><city>Wexford</city><state>PA</state><zip>15090</zip>

</contact>

<experience>

<category type="development">

<job>

<title>**Developer/Analyst**</title><employer>**SDLC Partners**</employer><dates>**2010-Present**</dates>

<item>Technical lead for mobile web initiative at major health insurance provider</item>

<item>Developer at major health insurance provider, focusing primarily on the crafting and execution of web interfaces</item>

<item>Recommended and implemented code improvements in Specialty systems that have resulted in 60% fewer application failures from common conditions</item>

<item>Recommended and implemented back end indexing and front end code improvements that reduced user launch times by 90%</item>

<item>Re-organized and rewrote interface to achieve significant improvements in operations work flow</item>

<item>Extended and fixed existing web application for a major multinational</item>

<item>Business analyst and Technical Lead for Specialty Pharmacy data collection and reporting projects</item>

<item>Created SOX auditable Requirements Documents</item>

<item>Served as developer and technical lead on reporting projects</item>

<item>Business analyst for HIPAA 2012 EDI upgrades at major pharmacy retailer/wholesaler</item>

<code>HTML</code><code>XML</code><code>Javascript</code><code>Java (JSF)</code><code>Perl</code><code>SQL</code><code preferred="true">PHP</code>

<samples>Proprietary, within HIPAA shield</samples>

</job>

<job>

<title>**Core Developer**</title><employer>**Blender Foundation**</employer><dates>**2006-Present**</dates>

<item>Commit rights to the main trunk of Blender, the world's most popular animation software</item>

<item>Member of the 2.5 Task Force, whose primary goal was the creation of an internal operator-based model for all user interaction</item>

<item>Extended and fixed the Python API</item>

<item>Extended and fixed top level animation tools</item>

<item>Core character animation tool development, focusing on animation baking and conversion</item>

<item>Animation constraint development and maintenance</item>

<item>Bug fixing and bug tracker triage</item>

<item>Wrote extended feature proposals and created mock-ups and prototypes for future development</item>

<code>c</code><code>Python</code>

<samples>Available at <http://www.blender.org>; Commit history on <http://ohloh.net> under *harkyman*</samples>

</job>

<job>

<title>**Developer/Architect**</title><employer>**Reed and Witting Company**</employer><dates>**2002-2010**</dates>

<item>Designed and developed complete Web To Print application, using DHTML, PHP, MySQL, Javascript, and CSS</item>

<item>Abstracted CSS and PHP information from existing web site to streamline future changes, and provide a unified look and feel to both our public site and privately hosted web applications</item>

<item>Wrote bridging software between existing systems and third party solutions</item>

<item>Transitioned legacy database systems (Access 97, 2000) to MySQL back ends</item>

<item>Built inventory tracking and fulfillment system using MySQL, PHP and Perl</item>

<item>Worked with customers and management to create web interface for customer inventory management and ordering</item>

<item>Created a solution to merge data from legacy and new accounting systems to provide a single source for invoice and job lookups</item>

<item>Scripting as needed for maintenance and convenience</item>

<code>PHP</code><code>Visual Basic for Applications</code><code>Perl</code><code>HTML</code><code>CSS</code><code>Javascript</code><code>SQL</code>

<samples>Proprietary, but available for personal demonstration and code review upon request</samples>

</job>

<job>

<title>**Principal Developer**</title><project>**BlenderPeople**</project><dates>**2004-2007**</dates>

<item>Combine custom Blender code, Python and MySQL to generate fully animated crowd simulations</item>

<item>Features include actor classes, variable orders, weight-painted terrain following, level of detail, variable path finding (A\*, custom look-ahead) and excellent documentation</item>

<item>Currently in revision for 0.9 release</item>

<code>c</code><code>Python</code><code>SQL</code>

<samples>Available at <http://www.harkyman.com/blender-people/></samples>

</job>

</category>

<category type="general\_IT">

<job>

<title>**IT Manager**</title><employer>**Reed and Witting Company**</employer><dates>**1998-2010**</dates>

<item>Research, build and maintain local mail servers, including gateway-level virus and SPAM filtering</item>

<item>Responsible for researching, contracting and evaluating email and web service providers</item>

<item>Create and enforce security policy for internal and external communications</item>  
<item>Advise ownership about IT legal issues that could require counsel</item>  
<item>Maintain security on Windows/Mac/Linux LAN, including wireless</item>  
<item>Leverage older hardware with Linux installations for increased server capacity</item>  
<item>Troubleshoot and maintain Windows, Macintosh and Linux systems</item>  
<item>Evaluate desktop and server needs, enacting replacement and upgrade plans</item>  
<item>Provide day-to-day support and immediate response for IT emergencies</item>  
<item>Choose, install, configure and maintain email, FTP and web servers</item>  
<item>Design and implement backup routines including recovery testing</item>  
<item>Manage and maintain systems availability through planned disruptions, such as a company relocation, and major proprietary system upgrades</item>  
</job>  
</category>  
<category type="writing\_editing">  
<job>  
<title>Author</title><employer>Focal Press (An Imprint of Elsevier, Inc.)</employer><dates>2008 - 2011</dates>  
<book>Tradigital Blender: A CG Animator's Guide to Apply the Classic Principles of Animation</book>  
<book>Blender Foundations: The Essential Guide to Learning Blender 2.6</book>  
<book>Animating with Blender: How to Create Short Animations from Start to Finish</book>  
<item>Contracted with Focal Press to provide manuscripts of varying length, including technical illustrations. </item>  
<item>Met or exceeded all production deadlines.</item>  
<item>Currently working on new book proposals at the request of the Acquisitions Editor</item>  
</job>  
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<title>Technical Editor</title><employer>APress</employer><dates>2008-2009</dates>  
<book>Foundation Blender Compositing</book>  
<item>Evaluated all content for technical accuracy</item>  
<item>Provided extensive organizational notes and author mentoring, beyond contract qualifications</item>  
</job>  
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<title>Editor and Lead Author</title><employer>Blender Foundation/No Starch Press</employer><dates>2007</dates>  
<book>The Essential Blender</book>  
<item>I was approached by the Foundation to come up with concepts for a publication that would generate sales and raise funds. I proposed the book that became *The Essential Blender*, the Foundation's official getting started guide to their great piece of software. All of the key components that made the book such a success, including the structure of the book, the community involvement and the market analysis were a part of the original proposal. </item>  
<item>Wrote over 65% of the manuscript, representing about seventy thousand words</item>  
<item>Recruited and managed 9 authors and 12 technical editors for the balance of the books content</item>  
<item>Recruited, hired and managed a copy editor</item>  
<item>Created numerous illustrations for use throughout the book</item>  
<item>Served as the style editor and second round technical editor for the whole book</item>  
<item>The book is currently in its third printing since its introduction in June 2007.</item>  
</job>  
<job>  
<title>Technical Editor</title><employer>Wiley/Sybex</employer><dates>2007-2008</dates>  
<book>Introducing Character Animation with Blender</book>  
<book>Bounce, Tumble and Splash</book>  
<item>Tested all examples described in manuscripts</item>  
<item>Suggested alternative methods to or unmentioned pitfalls in existing content</item>  
<item>Tested included example files and DVD content</item>  
<item>Troubleshot problem or failing examples, then researched and devised solutions</item>  
<item>Provided technical and organizational guidance for complex topics</item>  
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</experience>  
<education>  
<school>  
<name>University of Pennsylvania</name><graduationdate>1993</graduationdate>  
<major>  
<degree>B.A. English</degree><gpa>3.1</gpa>  
<concentration>Writing</concentration>  
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</school>  
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<bonus>  
<note>A little something for the resume-crunching algorithms. If this breaks things, well, I wouldn't want to work for a place like that anyway.</note>  
<code>1); DROP TABLE "tblResumes";</code>  
</bonus>  
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