

Bob Clark

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<http://clarkwood.com/bob/>

CAREER PROFILE

I deliver high-quality Mac and iOS software products on schedule, using the expertise and experience cultivated by two decades spent professionally in the Apple ecosphere.

I nurture products through the entire cycle of development, from inspiration and planning through implementation, deployment, and ongoing maintenance. I have expertise ranging from leadership of a nimble development team to individual contributions, from architecture and scheduling to low-level memory and performance optimizations, across a breadth of languages and frameworks.

CORE COMPETENCIES

- Leadership: provide guidance for a small, nimble development team; bring a calm, deliberative presence to an often-chaotic environment; be a catalyst for an effective, productive team
- Languages and Frameworks: Cocoa and Cocoa Touch; Objective-C; C/C++; Carbon
- Tools: the Xcode suite (Xcode, Interface Builder, Instruments); ticket/wiki process management (Trac, Jira, Basecamp, Bugzilla); source control (git, svn, cvs)
- Low-level knowledge: optimization (memory and performance); multiprocessing; networking

PROFESSIONAL EXPERIENCE

Apple **September 2012 - present** **Cupertino, CA**
Software Engineer

I work on what Apple tells me to work on.

RealNetworks, Inc. **December 1998 - September 2012** **Seattle, WA**
Development Manager, 2012
Lead Software Development Engineer, 2006-2011
Software Development Engineer, 1998-2005

I led the development team working on iOS clients for RealNetworks' media cloud products and the Mac OS X version of RealNetworks' flagship product, RealPlayer. My experience and judgement informed schedules, feature sets, and maintenance strategies.

2010-2012: responsible for a team of three to six engineers developing iPad, iPhone, and Mac OS X client applications; obligations included people management, application architecture, development best practices and guidelines, estimating, coding, and troubleshooting.

2006-2010: led a team of one to two engineers enhancing and maintaining Mac OS X applications:

- Maintained and enhanced Mac RealPlayer (media player application)
- Created and enhanced Mac RealPlayer Downloader (web movie downloader application)
- Created and maintained Mac RealPlayer Converter (media conversion application)
- Oversight of the Mac OS X version of RealDVD, a product (discontinued after a legal battle) that allows users to save their DVD collection to a hard drive
- Oversight of the Linux/Unix version of RealPlayer and Helix Player

1998-2005: focused on the Mac-specific portions of RealNetworks' Helix media engine. While mostly cross-platform, the media engine needs Mac-specific implementations for video, audio, memory management, i/o (networking and file), and threading.

<http://www.realnworks.com/>

Edmark, Inc.

March 1995 - December 1998

Redmond, WA

Lead Mac Engineer, 1997-1998

Mac Engineer, 1995-1997

As Lead Mac Engineer, I helped architect and substantially contributed to Travel the World with Timmy.

I worked on a number of Edmark products as a Mac Engineer, including Deluxe versions of the House line; Imagination Express: Ocean; Stanley's Sticker Stories; and Astro Algebra.

Edmark used three cross-platform frameworks (a derivative of MacApp 3.0; an internal C framework; and an internal C++ framework); I used all three of these frameworks, and made some contributions to the frameworks as well.

Curriculum Networking Specialists

1987 - March 1995

Walla Walla, WA

Software Engineer

I worked on the Macintosh version of ClassWorks, a suite of classroom applications to present curriculum to students, and report their progress to teachers and administrators.

I also modified third-party educational software to work with the ClassWorks system. I worked on the Apple II family of computers as well as the Macintosh.

Clarkwood Software

1995-present

Lynnwood, WA/San José, CA

Clarkwood Software has offered applications for Mac OS X and iOS. I was principal engineer for:

- Peek-a-Boo, a process watcher for Mac OS X (including the Mac App Store version)
- Flowing Pennies, a personal-finance application for Mac OS X
- iPhone apps including ASCII Astro, ZibblerTrip, ZibblerScribe, ZibblerPict, and ZibblerBell

Clarkwood Software provides me the opportunity to work on the entire breadth of running a software business in the Apple universe: end-to-end software development; using subversion; tickets and wiki (Trac); product release logistics (home-brewed suite of scripts); server-side, e-commerce, and back-end infrastructure; customer support; bookkeeping; and press relations, advertising, and marketing.

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EDUCATION

Walla Walla College

BSEE, 1995; cum laude

College Place, WA

CLASSES & EVENTS

Apple WWDC 2012, 2010, 2008, 2007, 2006, 2004, 2002, 2001, 2000, 1999, 1991; Apple Tech Talks (iPhone, 2009; Leopard, 2006); Coding Kitchen in Cupertino in 2005; RealConference 2001, 2000; MacHack 1997.

Internal training: Introduction to Management; Managing for High Performance; Situational Leadership II; Success in Management; Finance for Non-Financial Managers.

BUZZWORD BINGO

Agile, AppKit, AppleScript, assembly (6502/68K/PowerPC/Intel), BASIC, build automation, C/C++/Objective-C, Carbon, client/server, Cocoa, CodeWarrior, cloud, CSS, cvs, Darwin, device drivers, distributed processing, e-commerce, end-to-end, gdb, git, HTML, http, Interface Builder, iOS, iPad, iPhone, JavaScript, Jira, JSON, Linux, Mac OS X, MacApp, MPW, multiprocessing, OpenGL, optimization, Pascal/Object Pascal, PayPal, PowerPlant, Projector, Python, QuickTime, Raspberry Pi, server administration, shell scripting, statistical analysis, svn, Toolbox, Trac, UIKit, Unix, wiki, Xcode.