

Steven Thomas

Sunnyvale CA
Oct 6 2015

sthomas314@gmail.com
650-619-2131

Education

- **Drexel University** Philadelphia, PA
BS Computer Science, 3.85 GPA Sep 1999 – June 2004
 - Internship at Analytical Graphics Inc, Malvern PA, Mar 2001 – Sep 2001, Mar 2003 – Sep 2003
 - Internship at Anzus Inc, San Diego CA, Mar 2002 – Sep 2002
 - Teaching assistant for several undergraduate CS courses

Experience

- **Amazon / Lab126** Cupertino, CA
Senior Software Engineer Aug 2011 – Dec 2014
 - Fire TV. Sep 2012 – Dec 2014.
 - * Implemented a lot of the rendering architecture for the core Fire TV user interface
 - * Acted as a mentor for interns and new developers on the team
 - Kindle Fire HD web browser team. Aug 2011 – Sep 2012.
 - * Did the bulk of the initial porting work to get Chromium compiling and running on Android
 - * Hooked up a rendering path to implement cross-process rendering on Android
 - * Hooked up WebGL and got it working
 - Interviewed over 50 candidates and was recommended for “bar raiser” training
- **Panasonic Cloud Entertainment** Cupertino, CA
Senior Software Engineer Oct 2010 – Jan 2011
 - Ostensibly acted as the browser team lead on the Panasonic Jungle. In practice the project was a disaster and I didn’t do much. The project was cancelled in Jan 2011 and all staff laid off.
- **Sony Computer Entertainment** Foster City, CA
Software Engineer May 2007 – Sep 2010
 - Distributed Network Technology Group. Aug 2008 - Sep 2010.
 - * Developed a UDP-based transport protocol called RUDP (Reliable UDP)
 - * Wrote a C++ library implementation that ships in the PS3 and Vita SDKs
 - * Implemented congestion control, flow control, and lots of other networking features
 - * Worked on an in-game advertising system for PS3
 - * Worked on a bittorrent-style peer to peer download system for PS3
 - Collada team (www.collada.org for info). May 2007 - Aug 2008.
 - * Sole maintainer of Collada DOM, an open source library for loading Collada 3D models
 - * Improved the core API, fixed bugs, added features, added support for new platforms (Mac, Linux, PS3)
 - * Completely rewrote the documentation: <http://goo.gl/H7zkZ5>
 - * Supported users on the forums: <https://goo.gl/7xpneG>, user name “sthomas”
- **Analytical Graphics, Inc** Exton, PA
3D Graphics Programmer June 2004 – Apr 2007
 - Worked as a 3D graphics programmer (OpenGL) on various projects for AGI’s flagship product, Satellite ToolKit (www.agi.com)
 - Wrote a new system for loading/rendering 3D models
 - Wrote a new view path system (camera position and orientation interpolation for making movies)
 - Fixed hundreds of bugs and added dozens of features in the massive, 10 million line STK code base

Skills and Technologies

- **Keywords:** C/C++, Java, Python, Ruby, Objective-C, Swift, C#, Lisp, iOS, Android, HTML5, Bash, Make, Scons, Gyp, Emacs, Visual Studio, XCode, Android Studio, OpenGL, Git
- **Interests:** Programming languages, networking, 3D graphics and real time rendering, 3D model formats, UI development
- **Projects:** <https://github.com/chumpage>