

Brian "Beej" Hall

beej@beej.us

<https://beej.us/>

<https://github.com/beejjorgensen/>

Team Lead, Senior Software Developer, Instructor

- Extensive development experience in a variety of languages and operating systems.
- Participated in award-winning team environments.
- Possess strong skills with efficient and complex code.
- Management experience with simultaneous projects across multiple teams.
- Ability to quickly learn and apply new technologies.

EXPERIENCE

Computer Science Instruction, Curriculum Development

Independent Contractor, Jorgensen Labs LLC, October 2021-Present

Developed curriculum for Bloom Institute of Technology to take students from basic data structures to solving interview-style junior-level whiteboard challenges. Emphasis on problem-solving techniques and growth mindset using Python, JavaScript, and Java.

Adjunct Faculty, Computer Science Department

Oregon State University, Cascades, Fall 2016, Winter 2022

Taught Computer Architecture and Assembly language. Instruction included digital logic and circuit design, as well as x86 assembly language. Also taught Operating Systems 1, covering processes and virtual memory.

Director of Computer Science Instruction

Lambda, Inc/Bloom Institute of Technology., October 2017-June 2021

Worked with a team of instructors to teach computer science topics, build curriculum, and set the high-level direction of the computer science program. Tuned the program to have an emphasis on solving difficult algorithmic problems and to prepare students with practical skills for the workplace in Python and JavaScript.

Cofounder, CTO

Robot Stampede, June 2008-October 2017

Web marketing production using HTML/CSS/JS, mobile development. Managed contractors and interns, and provided project oversight and technical investigation. Designed and implemented JS frameworks for ad production with Google's Admob and DoubleClick Studio environments, including a build system, support libraries, and documentation. Created a large number of custom HTML5 ad units in partnership with Google, varying from simple animations to casual games. These units utilize advanced HTML features, such as CSS animations, 3D transforms, orientation support, and general responsive design. Implemented a high-performance web caching server in Go with deployment on AWS. Led

development of iPad interactive e-book Essential Red Riding Hood. Created the initial version of Aviary Feather, an HTML canvas-based image editing tool. Developed the OpenGL iOS game Danger! Dodgeball, which briefly reached the #1 position in the App Store. Developed the AJAX-enabled Warhammer Online Road-To-War promotional website and coordinated with back-end teams to provide a rich multi-user experience. Managed production and co-implemented an iPad-based HTML promotional app for iMeet. Also oversaw development on a variety of iOS projects for Proctor & Gamble, ING, and L'Oréal.

Continuing Education Instructor

Central Oregon Community College, Fall 2016, Spring 2017

Designed and instructed a bootcamp-style C++ course, teaching students basic and intermediate C++ and object-oriented programming techniques. Also periodically teach a "Programming for Non-Programmers" one-night course.

Cofounder, CTO

Decibel Advertising, November 2015-June 2017

Designed and developed web applications to control advertising purchases based on external, relevant events. Implemented RESTful APIs for backend services. Interfaced with Facebook's advertising system.

Software Engineer

Independent Contractor, April 2006-June 2008

Implemented several projects for Adidas in Flash/ActionScript, including maintenance to the Adidas Women clothing site, Dale Earnhardt Jr. Pit Crew game, and a sewing-themed drawing application for the Adidas Originals campaign. Also worked as a computer science tutor in algorithms and data structures.

Software Engineer

Activision / Z-AXIS, March 2002-April 2006

Modified particle system exporter in tools chain, implemented basic physics collision resolution, authored various camera behaviors, developed character control and melee combat systems, managed player physics substates, assisted with Havok physics engine integration, worked extensively with 3D math. Shipped games: BMX XXX, X-Men III.

Senior Software Engineer

Freestyle Interactive, December 1998-March 2002

Created interactive Java advertising and multiplayer games for award winning agency. Emphasis on high speed lightweight code, producing efficient real-time rendered graphics. Implemented the online multiplayer Java games Chain Reaction and Chain Letters for Sony's Station.com. Co-designed and authored a massively multiplayer infrastructure in C and Java. Developed Palm OS games and applications, as well as custom libraries for fast

blitting and infrared communication. Clients included Microsoft, Sun, Intel, New Line Cinema, CBS MarketWatch, Showtime, and Coca-Cola.

Intern, then Software Engineer

Hewlett Packard, July 1995-December 1998

Created software for application response analysis in C for HP's OpenView division. Investigated and implemented techniques for noninvasive user application monitoring. Updated and improved APIs for accessing HP's employee database. Reengineered 4GL UIs that access calling card, cellular, and modem usage databases. Developed software to track ISDN usage for user billing. Designed web interfaces for accessing report data online.

Software Engineer

Node8 Web Services, May 1995-May 1996

Designed and co-implemented a web based ordering system for an online CD store, including customer front end and database integration. Also developed administrative tools for managing music and sales databases.

Software Engineer

Castle Rock Computing, June 1994-January 1995

Implemented several TCP/IP Windows utilities using WINSOCK, including telnet, TFTP, and BOOTP. Developed a WINSOCK library using a lower-level network API.

Computer Operator, Lab Assistant

De Anza College, October 1991-August 1993

Changed mountains of backup tapes, including reel-to-reel tapes, managed endless print jobs, stayed awake for entire graveyard shifts playing games on a MicroVAX II. As a lab assistant, helped students through their assignments, both with programming and IT-related problems.

EDUCATION

Master of Science in Computer Science

California State University, Chico
Graduated with Distinction, 4.0 GPA

Bachelor of Science in Computer Science

California State University, Chico
Minor in Mathematics

PROJECTS AND INTERESTS

Beej's Guides

Authored an ongoing series of informational documents and popular tutorials on Unix network and system programming, Python programming, and C programming.

Tech Blog

Wrote a continuing set of articles dealing with beginning-to-intermediate programming issues, including emergent technologies, languages, algorithms, mathematics, and emerging technologies. Interactive applications are presented within the articles to promote clear presentation of the material in an engaging manner.

Bend Hackers Guild

Organized and ran the Bend Hackers Guild, a local meet-up for software enthusiasts and geeks. Presented multiple topics at monthly gatherings.

Teaching and Tutoring

Instructed a course in advanced Unix programming at Chico State, covering many Unix system and network APIs and development techniques. Provided tutoring assistance during and after college. Mentored engineering interns to increase their work experience and build programming skills in a professional environment. Worked as an adjunct professor at Oregon State University, Cascades, teaching Computer Science, and at Central Oregon Community College as a continuing education instructor.

Cryptography and Security

Implemented several cryptographic algorithms, including RC4, RC5, MD5, SHA, and the Blum, Blum, and Shub random sequence generator.

GIS and Maps

Wrote software for contour line generation from USGS height maps, TIGER data file parsing, ArcView processing, wrote custom data importers for the OpenStreetMap project, and participated in OpenStreetMap data production.

Caving

Earned a Certificate of Merit from the Cave Research Foundation for volunteer cave inventory and survey work at Lava Beds National Monument. Used computer-based mapping software to make working maps of newly-surveyed cave. Past chairman and newsletter editor of Diablo Grotto, the Oakland, California chapter of the National Speleological Society.