

## WORK EXPERIENCE

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2015 - 2016 Brocade	<b>STAFF SOFTWARE ENGINEER</b> Full stack engineer and team lead for the <i>Brocade Services Director</i> product web UI (built using <i>Python</i> and <i>Javascript</i> ). Architect and technical lead for a next generation web UI platform currently being adopted across all <i>Brocade</i> software products based on <i>Node.js</i> , <i>React.js</i> & <i>Redux</i> .
2011 - 2015 Riverbed	<b>STAFF SOFTWARE ENGINEER</b> Responsible for building technology acquired from <i>Aptimize</i> into <i>Riverbed's</i> product portfolio. Wrote reliable, high performance HTTP server code in C++ that transformed and optimized large volumes of web traffic. Co-authored a pending patent related to optimizing web assets loaded via <i>Javascript</i> . Built a distributed test automation system using <i>Node.js</i> , <i>Python</i> , <i>LXC</i> , and <i>Vagrant</i> .
2009 - 2011 Aptimize	<b>SOFTWARE DEVELOPMENT ENGINEER</b> First employee at <i>Aptimize</i> , a startup that created some of the worlds first automated runtime web performance optimization technology. Involved in the design and development of the initial prototypes through to the final market ready products using C++ and C#. <i>Aptimize</i> was successfully acquired by <i>Riverbed Technologies</i> in 2011.


## EDUCATION

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Massey University	<b>BACHELOR OF ENGINEERING WITH HONORS</b> Majored in Software engineering. Graduated in top 5% of college of sciences at Massey University, awarded Massey Scholarship.
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## PUBLICATIONS AND PERSONAL PROJECTS

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Github 	<a href="https://github.com/mrsharpoblunto">github.com/mrsharpoblunto</a>
3D Graphics	Junkship - A game that utilizes procedural algorithms to dynamically generate detailed 3D solar systems using GPU processing. Built using C++, <i>DirectX 11</i> , and <i>HLSL</i> . <a href="http://www.junkship.net">www.junkship.net</a>
SaaS	Syncappate - A service that allows you to sync, back-up, and share the settings from your favorite Windows and OSX applications. Built using <i>Node.js</i> , <i>React.js</i> , C++, C#, <i>Objective-C</i> , and <i>Swift</i> . <a href="http://www.syncappate.com">www.syncappate.com</a>
IoT	A Raspberry Pi based Wifi enabled Garden sprinkler system that can be controlled via a built in web UI or by HomeKit compatible Apps. Built using <i>Node.js</i> , <i>React.js</i> , and <i>Redux</i> . <a href="https://github.com/mrsharpoblunto/it-gets-the-hose-again">https://github.com/mrsharpoblunto/it-gets-the-hose-again</a>
Bioinformatics	Holland B., Conner G., Huber K., Moulton V. <i>Imputing supertrees and supernetworks from quartets</i> . Systematic biology, 2007 Feb;56(1):57-67

## LANGUAGES AND TECHNOLOGIES

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Proficient in C++, *Javascript* (both browser and *Node.js*), C#, and *HTML/CSS*. Previous experience with *Python*, C, *Java*, *Swift*, *Objective-C*, *PHP*, *Lua*, *SQL*, *MongoDB*, and *HLSL*.