

# Daniel L Smith – <http://daniel.org/resume>

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Please see the interactive version

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## Objective

Highly Interactive Webs. User-Customization, searchable media databases, virtual worlds development, and Geo-enabled apps are of particular interest. Well versed in LAMP & AJAX.

Desire Full or Part Time contract/position. Am based in the San Francisco Bay Area. Available for stints in the UK, New York City, Chicago, Denver, Seattle, and elsewhere. US Citizen with Passport. Am willing to travel and/or relocate.

My Goals are to develop quality Web applications for all platforms, and if possible, to gateway them into a Virtual Worlds platform such as SecondLife / OpenSim.

## Overview

Longtime Software Developer. Broad exposure to most facets of commercial and internal software projects. Energetic! Some key companies and projects I have been involved with are: [AOL.Com](#) (AOL), [AutoCAD R12/R13](#) (Autodesk), [Island Write/Paint/Draw](#) (Island Graphics). I also write [\(O'Reilly website\)](#).

Recent Projects: Ported CakePHP app to iPhone/Android. Huge PHP codebase cleanup with IRD. Mashup prototype with Wells Fargo for combining search results. Developed interactive objects for a 3D immersive environment (Vivaty). I also have done 5 years of LSL scripting in Second Life, and am very interested in bridging web based data with virtual worlds.

Have been a short-term freelancer for the last few years by choice, but would be open to a full time permanent position.

## Skills

### Current:

- [Apache](#) - extensive configuration, 5+ years of experience - use of many modules such as [mod\\_rewrite](#), virtual hosts, etc.
- **HTML, CSS** - have done lots of hand coding, lots of dynamic generation from several languages (including PHP, Perl, Tcl).
- **JavaScript** - Have used this extensively off and on since it was first introduced. I enjoy using the jQuery and Prototype.js toolkits. Very adept at JSON / AJAX. Familiar with YUI. Am interested in server side JS, such as [Node.js](#). Very familiar with Firebug.
- [LSL](#) - Scripting for Second Life environment. Very proficient. Developed a client/server image presentation system (pick a slideshow from amongst many, and supplement each image with additional information as needed). Also wrote an extensive animation editor.
- [Perl](#) - 10+ years of developing many scripts (shell & CGI). In the Perl 4 era I developed a Perl command line shell with command line editing, aliases, history, and more.
- [PHP](#) - Preferred language for OO web development. Have used GD graphics lib. Am familiar with CakePHP, and would love to work with other frameworks such as Code Igniter or Symfony.

- [MySQL / SQL](#) - Experience in a wide variety of contexts. Also am personally using to develop my own photo database (called from Apache via PHP)
- **Tcl** - extensive use with [AOLServer](#) writing personalization and other functionality for AOL.Com (90's). More recently did work on AOL.Com in Tcl for the photo gallery modules and rearchitecture of toolkit for tooltips, as well backend work for top 11 list editor (2004-5). Also recently wrote Tcl-based Expect scripts for driving batched IM delivery.
- **Unix/Linux/Mac Environments: bash/sh/tcsh & CLI tools** - 25 year Unix user & programmer. Contributed an article on advanced Csh usage (including my grabchars package) to the book "[Unix Power Tools](#)".
- **XML** – writing / consuming in a variety of contexts. One example would be the use of the SimplePie RSS parser. I prefer working with JSON, but am adept with both.

## Some Earlier Skills:

- **ActionScript 2.0** - wrote a large Flash app for internal use at AOL by editors (for AOL.com). Would love to get back into AS.
- [AOLServer](#) - extensive use with Tcl proc and adp pages while working on AOL.Com
- **C** - since mid-1980's - lots of experience, shipped products (AutoCAD, Island Office Series)
- **C++** - OO experience started with this. (AutoCAD)
- **GCC, X11, XView, Motif** (at Island Graphics and Autodesk), several window managers including mwm, olvwm, kde, etc
- **Java** - Worked with this at AOL (90's) writing a tabbed scoreboard applet.
- **Much Earlier: BASIC** (Atari, Apple II), **6502 Assembler, Pascal, LOGO**
- **Other:** I have done technical review for books published by Prentice Hall (Pearson Education): [The XML Schema Companion](#), [XSLT 2.0 Web Development](#), and [Spring Into HTML and CSS](#).

## Experience

### Freelance Web Developer December 2004 - Present

I have focused on contracting and enjoying the breadth of widely different projects over the last few years.

### JigoCity – Los Angeles, CA - February - April 2011

Ported CakePHP web app to iPhone and Android (mostly view layer - CSS, HTML, JavaScript, and PHP). JigoCity is a daily deals site, much like Groupon, with most locations in the Asia Pacific region.

### Aquent / Institute Of Reading Development - Novato, CA - April - May 2010

Transformed a large PHP code base to make it usable in the contexts of development, staging, and production (they were doing development with one copy of the code on a live server). Created a very flexible set of logging functions with URL overrides for debugging levels and filtering by keyword. Replaced all hardwired dependencies with a class that would give appropriate values for development, staging, and production.

### TekSystems / Wells Fargo - San Francisco, CA - November 2008 - February 2009

Developed an AJAX search mashup Proof of Concept for an internal Wells Fargo web portal. Utilized the [JackBe Presto](#) mashup software on the server side to search against multiple data sources. Also utilized an internal JavaScript framework that is layered on top of the [Yahoo User Interface Library \(YUI\)](#). The project required the use of numerous technical solutions (such as the http proxy app [Fiddler](#)) to show a unified search portlet running within a live test site (without changing anything on the test site itself)

**Vivaty - Menlo Park, CA - April - July 2008**

I did enhancement and creation of interactive objects for Vivaty's Web 3D environment. I worked with X3D, JavaScript, and PHP to help extend and stabilize the audio, video, and photo objects. I also wrote the interactive portion of the BFF Frames (Best Friends Forever).

**InterCast Media - San Francisco, CA - October 2007 - April 2008**

Implemented message scheduling and dispersal via IM, Email, and SMS for subscribers to a self-improvement social networking site. Created mechanisms to throttle dispersal and to reply to the messages. Used PHP, MySQL, TCL/Expect, and Libpurple.

**WildFireWeb - Petaluma, CA - May - October 2007**

Multiple PHP/Ajax projects, including full implementation of a school alerts system, an editor for selection and random rotation display of Amazon Associates ads, a web driven email client with attachments, and feature enhancements to the built in photo galleries.

**Limelife - Menlo Park, CA - August 2006 - February 2007**

Implemented a templated version of [LimeLife.com](http://LimeLife.com) using a Zones/Modules approach. Extensive use of PHP5/Classes.

**Linden Labs - San Francisco, CA - May 2006 - July 2006**

Implemented Developer Downloads component for [SecondLife.com](http://SecondLife.com) from scratch. PHP + Smarty/MySQL/Apache.

**Friendster - San Francisco, CA - February 2006 - May 2006**

I was thoroughly immersed in implementing 12 home page features of Friendster.com, a LAMP-based social networking site. PHP/MySQL/Perl/Apache.

**Metaliq - San Francisco, CA - November 2004 - June 2005**

Developed a large Flash client application (under NDA) at [Metaliq](http://Metaliq). All of the ActionScript 2.0 code is in classes, and I made extensive use of XML to pass information to and from the server side. An example of the end result can be seen at [AOL Moviefone Movie-Meter](http://AOL Moviefone Movie-Meter).

**America Online - White Plains, NY - December 2003 - September 2004**

**Contract Web Engineer**

Developed Flash and HTML versions of the Photo Gallery, which is used extensively in the AOL.Com [movies channel](http://movies channel). The galleries use a lot of Tcl (via [AOLServer](http://AOLServer)), JavaScript, and CSS. I also designed and implemented the online forms that editors use to create galleries (and gallery sequences). Did extensive testing and documentation of this component.

Extensive rearchitecture of the tooltips component of the [TV Channel](http://TV Channel) component of AOL.Com. The Tcl and JavaScript work done was applied to other channels, sped up server performance, and reduced the overall amount of HTML written to the client side.

**Self-Directed Project - 2001 - current**

Designing and implementing [FlexiPhoto](#), a web-based photography database. Working with [PHP/MySQL/Apache](#).

FlexiPhoto allows users to upload photos from their web browser, assign keywords and other searchable criteria to each photo, group photos in collections, and much more. Aside from all of the searchable/dynamic behavior it provides, arbitrary web pages can call it for specific photos, which can have any scaling & compression (generated on the fly the first time, then cached) Contact me for more info.

**America Online - San Francisco & San Mateo, CA - May 1995 - June 1998**

**Senior Web Engineer**

Lots of work on [AOL.Com](#), including user customization for the MyNews component. (AOLServer/Tcl)

In-house development of a tabbed Java Sports Scoreboard (Arena1)

Earlier projects (such as an early version of [www.SEMI.org](#)) involved a lot of CGI scripting (launching searches and formatting output, registration, ordering, and statistics gathering), and parsing of SGML data (mostly in Perl).

**Autodesk - Sausalito & San Rafael, CA - September 1991 - May 1995**

**Software Engineer**

Implemented & debugged Proteus dialog drivers (much of the UI component for the Unix display driver process) for AutoCAD R12 (OpenLook/XView & Motif).

Extensive work evaluating the use of the Windows API and MFC in the Unix environment for AutoCAD R13 (using the Bristol product [Wind/U](#)).

Wrote a demo ADS app, [urllink](#), which allowed one to tie entities/points in an AutoCAD drawing to URLs.

Clicking on the points remotely controlled an X11 version of Mosaic (this was in late 1994)

Set up a web server for the Core Technology Group and wrote/gathered the content for it. This included a component repository, demos of components, WAIS access to internal developer information for AutoCAD, and much more. Wrote several CGI perl scripts for this, a few of which were a file/directory selection HTML widget, a generalized mechanism for properly initializing the environment and display of X11 based software component demos (with widely varying requirements), and simultaneous access to multiple WAIS databases. Miscellaneous writing (on Internet Task Force, some benchmarking, R12 UI post mortem, other topics) and presentation (a cross platform project, Internet Tech Forum, and more).

**Island Graphics - San Rafael, CA - October 1989 - September 1991**

**Software Engineer**

Developed HPGL to IslandDraw filter.

Wrote most of the user interface (UI) for IslandPaint port from Motif to Open Look, using the XView toolkit. Main technical liaison with Sun in resolving XView issues. I also started the Usenet newsgroup [alt.toolkits.xview](#) during this time.

Designed and programmed most of the Unix functionality, and co-wrote the UI for IslandInstall, a Motif-based application which installed the Island Productivity Series. Initial platforms were Sun, HP, and Apollo. Designed and implemented all configuration/installation scripts for EPS (High-end prepress) software.

**Lucasfilm / ILM - Marin County, CA - February - October 1989**

**System Administrator**

Installed, maintained, and upgraded Unix system software on various Suns (4.0 and 4.0.1). Upgraded Pixar software. Installed Alias 2.4 and OS 3.1D on SGI's for Computer Graphics Group. Programmed major enhancements to film labeling application for editorial use. Designed and implemented a table-driven nightly backup scheme for all of ILM. Answered numerous Unix, Mac, and PC questions on a daily basis

**Island Graphics -San Rafael, CA - January 1987 - February 1989**

**Engineering Support Programmer**

Wrote a Sun Raster to HPLJ filter. Designed and implemented "Phonemail", a Curses-based (terminal lib) app used to send email messages throughout the company. Wrote "grabchars" (available from comp.sources.misc archives) to facilitate menu prototyping/interactive shell scripts.

Installed X11R4, Motif, OpenWindows, C++, PBM, PERL, B News, nn, and many other packages on Sun 3's and Sparcs. Installed system software on Suns, Sony NEWS, SGI's, and Apollos.

Wrote training materials and conducted classes on X11, Introduction to Unix, Mail and Vi, and Advanced Csh. Helped design a network-wide consistent naming scheme for company filesystem in 1988.

**Quality Assurance** Tested many 2D paint and animation programs (mainly Targa Tips M9, 16, 32, Vista Tips, Quanta VSC 2000 animation, and JVC VGS Paint).

**International Microcomputer Software Inc. (IMSI)**

**San Rafael, CA - September - December 1986**

**Technical Support Manager**

Helped customers work through programming problems with Turbo Halo (a graphics toolkit addon for Turbo Pascal) and other IMSI products such as the PC paint program Dr. Halo II. Concurrently beta-tested products.

**College of Marin**

**Kentfield, CA - Fall 1985 - Fall 1986**

**Lab Assistant**

Assisted students, faculty, and staff with Unix questions, and tutored Pascal, C, and Logo at the COM Science Computer Center. Graded Pascal class assignments for Prof. Fred Schmidt.

**Broderbund Software**

**San Rafael, CA - October 1982 - January 1985**

**Testing, Production, Shipping**

Developed and organized the Testing Department. Identified many bugs in games and productivity software. Made numerous product design improvement suggestions.

**Coursework**

**Santa Rosa Junior College - 2002**

CS & Math refresher classes

**College of Marin - Early 1980's**

An 'A' student in Pascal, C, Data Structures, and a directed study project ("Canvas", an animation editor for a Lear Siegler ADM5 Terminal RG512 card, written in Pascal).

**Additional:**

Numerous seminars and conferences over the years in areas such as BSD internals, X11 workshops, and an

OLE/COM overview. Have attended several sessions, half-day, or full-day tutorials at conferences such as LinuxWorld, Internet World, O'Reilly Emerging Tech & Open Source, PhotoShop, and MacWorld. Weeklong MySQL class in 2002, taught by MySQL AB. Subscriber to Lynda.com and safaribooksonline.com. Constantly learning.

## Other

Contributer to "[Unix Power Tools](#)", an O'Reilly & Associates book. Contributer to West Coast Online newsletter (in 1995, I wrote an article "TV or the Internet?")

O'Reilly [ONLamp.com](#) article: [PHP and Heredocs](#)

I am an avid photographer, and especially enjoy shooting motorsports on road courses, such as Formula 1, CART, and American LeMans Series events.

I have participated in many (20+) high performance driving schools (BMW CCA, SCCA).

I live in Petaluma, California. Some places of particular interest for short-term work include New York City, Chicago, Denver, Seattle, Vancouver CA, Sydney AU, and London/Oxfordshire/Edinburgh UK.