

CHRISTOPHER D. THOMPSON

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PROFILE

- Eleven years professional software design and development experience
- Career focus on establishing new companies and projects

Languages: C, C++, Java, C#, Python, PHP, SQL, UML, HTML, Javascript, Lua, Bash and x86 asm
Systems: Linux (Redhat, Ubuntu, SuSE), Windows 95/98/2000/XP, FreeBSD, OpenBSD, VxWorks, VMWare
API: POSIX, STL, Boost, Win32, COM, CORBA, MFC, DirectX, OpenGL, Swing, Qt, sockets, pthreads
Protocols: TCP, UDP, 29West LBM, JMS/CMS, Zeroc ICE, HTTP, AIM/MSN/YAHOO IM, Proprietary protocols
Applied Tech: MPEG-1/2, DICOM, VPN, firewall
Tools: SVN, CVS, ClearCase, eclipse, Visual Studio, GCC, BridgePoint UML, sed, awk, make

EXPERIENCE

Senior Software Engineer, MarketFactory

New York, NY, 7/2007 – Current

- Collaborated with CTO on initial system design, choice of target platform, developer tools, languages and technologies for the company
- Managed company IT infrastructure; recommended budget for new purchases
- Developed real-time market data enhancement software and appliance for FX trading
- Developed in C++ and Java on Linux, Flex/Actionscript on Adobe Flash platform; Used Python, Bash shell, GNU Make and Ant for builds, automated testing, and support tools
- Managed software configuration and releases using SVN version control
- Team delivered Whisperer appliance and software application to customers

Independent Contractor

New York, NY, 8/2006 – 7/2007

- **Customer - Guerilla Gaming Concepts**
 - Created proof of concept for pre-funding video game startup
 - Developed using open-source Quake 3 game engine in C, connecting to Java web services
- **Customer - Video Game Startup**
 - Developed virtual currency trading application
 - Client developed in C#/NET using DirectX, connecting server via SOAP

Software Engineer, GE Healthcare

Salt Lake City, Utah, 8/2005 – 8/2006

- Developed software for OEC 9900 Elite X-ray system
- Imaging applications developed using C/C++, Java, on Fedora Core Linux using X11, Swing, CORBA, and Qt
- Embedded X-ray controller developed using UML and C on ThreadX RTOS

Software Engineer, Netopia

Orem, Utah, 2002 – 2004

- Adapted Internet filtering technology developed at DoBox to Netopia and partners' embedded devices
- Heavy focus on TCP and UDP networking on VxWorks, BSD, and Linux platforms using C/C++
- Designed and implemented a network filter for instant messaging technologies using the Lua scripting language for dynamic parser reconfiguration
- Team partnered with Linksys to deliver WRT54GS wireless router using Netopia Parental Controls Service

Independent Contractor, Oxford Instruments

West Jordan, Utah, 2002

- Developed application interface to video feed from CCD camera, video overlay mixing and image capture features
- Software developed on Windows 2000 platform with Visual C++ using DirectShow, DirectX, MFC
- Software delivered in CMI900 X-ray devices

Junior Engineer, DoBox

West Jordan, Utah, 2000 – 2002

- Company developed a gateway/firewall/media center appliance
- Developed in-band filtering of networking protocols on BSD platform using C/C++

- UI developed using Apache, PHP, PostgreSQL, HTML, Javascript
- Heavy use of firewall and routing capabilities on BSD
- Company successfully acquired by Netopia, Inc.

Senior Programmer, IXR

Sandy, Utah, 1998 – 2000

- Responsible for all aspects of software design and implementation
- Company designed and developed Exerscape interactive exercise machine
- Delivered Blackburn Motivator in partnership with Bell Sports
- Product VC++ on Windows platforms, using MySQL, DirectX, MPEG-2 video, Web UI

EDUCATION

B.S. in Physics

University of Utah, Salt Lake City, Utah