Laurence PARRY

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Summary

Software toolsmith, troubleshooter and **development guru** able to harness new technologies to create or improve solutions**,** with a focus on **Windows, .NET** and **web resource optimization**.

All-round developer who can **interact with users** to identify opportunities for product improvement. Willing to use whatever tools are necessary – from **C++** and **C#** to **VB.NET, VBScript** or **batch files**.

Experienced tester/debugger capable of **finding and fixing issues** deep within a body of code, and able to apply **disassembly** and **reverse-engineering** techniques to solve real-world problems.

Collaborative community leader with a history of building online communities from the ground up. **Expert in the use of MediaWiki**, both as a developer and editor. Experience with **PHP** and **SQL**.

Ideal Roles

- **Flexible software developer responsible for short-term projects involving research**
- **Low-level tester, debugger, troubleshooter and performance optimization specialist**
- **Multi-purpose build engineer, script/tool/patch writer and system configuration expert**
- **Compiler of online documentation, either alone or supervising a community of editors**

Educational Qualifications and Awards

University Degree (Awarded May 2004; see end for module list)

BSc (Honours) Computer Science, First Class from the **University of Bath**
Dissertation: *"A Scripted Sample-Based Music System for Game Environments using .NET"*

A-Levels

June 2001	Maths	A	Physics	A
	Further Maths	B	Chemistry	A

GCSEs

June 1998/9	English Language	A*	English Literature	A
	Maths	A*	Physics	A*
	D&T (Electronics)	A*	Information Technology	A*
	Chemistry	A*	Biology	A
	History	A	Latin	B
	Additional Maths (GCE O-Level)	A	French	A

British Informatics Olympiad (2000): **Top-15 finalist.** UK Maths Challenge: **Gold Award** (x2). International Invitational Mathematical Challenge (1999): **Certificate of Distinction**.

Professional Experience and Achievements

August 2011-present – Software engineer at GameStop. Member of client team for video game digital distribution platform (C++/C#/Javascript). Maintained build process (InstallAware/batch scripts). Led Windows 8/.NET 4 compatibility drive. Monitored errors in field, addressed issues (Gibraltar/IDA).

July 2005-August 2011 – Research developer at Stardock. Created and maintained tools, scripts, desktop applications and Windows Vista/7-centric technology, often while platforms were still in beta.

- Developed technology to customize Windows Vista boot and login screens (C++/VB.NET)
- Created multi-purpose 'system config tweaking' utility for Windows power users (VB.NET/WMI)
- Wrote library to process METAR/TAF data; rewrote desktop weather gadget to use it (VBScript)
- Interfaced music controller library with iTunes, Windows Media Player (C++/COM/VBScript)
- Extended internal code trampoline library to 64-bit; created de-elevation library (C++/Assembly)
- Reverse-engineered Windows Presentation Foundation libraries (C++/Interactive Disassembler)
- Helped remote developer by testing software with pre-beta Windows 7 at Microsoft HQ (WinDbg)
- Wrote and maintained sample library for skinning component (C#/VB.NET/VB/C++/MFC/WTL)
- Created desktop pet with drive-satisfaction and interaction with desktop objects (VBScript)
- Analyzed user crash dumps to locate and fix problems (C++/WinDbg/IDA)
- Integrated 7zip libraries and maintained digital signing utility for digital distribution platform (C++)
- Assisted game team with memory/CPU usage optimization (C++/VTune/BoundsChecker)
- Created and maintained wikis for internal and external projects (MediaWiki)
- Developed compatibility shims and patches for legacy games (C++/IDA/MSI/Orca)
- Wrote and maintained launcher gadgets for various products (VBScript)
- Maintained HTML help and provided developer-level support for software components

July 2004 – Four weeks of feature testing at Motorola, tracking and debugging faults in cellular base station equipment code. For the last two weeks I was the lead tester, implementing VBA scripts for updating test records, and performing handover and interference tests.

Aug-Sep 2003 – Eight weeks working at Motorola BSS development. I created a 17-table web-based smoke-testing MySQL database system and test result notification service using PHP, CSS and Javascript, interfacing with MS SQL and LDAP authentication, with no significant prior experience of these technologies. I worked with department members to identify requirements and promote buy-in. The system was completed on schedule and fully functional on IE 6, Mozilla 1.4 and Netscape 4.7.

Jan-Feb 2003 – Contract development of a full-screen whiteboard for a graphics tablet system. Provided translucent desktop drawing of anti-aliased lines/shapes using GDI+ and Visual Basic.

Sep 2002 – Interfaced IIS search "ifilter" for PDF files with VB6. Custom COM interface (VC++/IDL).

Aug-Sep 2002 – Eight weeks working at Motorola's Base Station Support development facilities in Swindon, programming tools in C. Learned use of Solaris and the ClearCase versioning environment. Tasks involved extensive re-factoring of existing binary object decoding software. I completed my primary task within six weeks, as well as subsequent work on ELF binaries.

May 2002 – Contract work providing a graphics tablet signature solution using Visual Basic 6. Developed and packaged (MSI) open source COM library in VB to interface with C++ tablet library.

Community Activities

July 2005-present – Founder, administrator and lead curator of fan encyclopedia WikiFur.com

WikiFur, founded in 2005, contains over 16,000 articles with localization projects in twenty languages. I work in an executive role, overseeing policy development and supervising volunteers, promotion, donations, public relations and system administration (MediaWiki, PHP, MySQL and FreeBSD).

When our original host threatened unacceptable service changes, I negotiated our departure, wrote a plugin to transparently import users, and migrated the site with zero data loss or visitor downtime.

As a MediaWiki developer, I reduced page size bloat, improving load time for every Wikipedia article. I presented a paper on building, managing and promoting wiki communities at Wikimania 2006, and have received community awards for related editorial contributions to Wikipedia and Wikinews.

January 2010-present – Developer and editor of community news site Flayrah.com

I reimplemented this site with Drupal CMS, preserving nine years of content through custom SQL transformations, and developed avenues of content distribution, including Google News syndication. Flayrah now has 30 active contributors, and it won the 2011 Ursa Major Award for *Best Magazine*. Custom features include a rating- and karma-based comment opacity/folding system (PHP/jQuery).

March 2010-present – Moderator and tester for online art community Inkbunny.net

I interact with users on a daily basis, and work with staff to develop policy, design and test features – often identifying security vulnerabilities and performance issues before they can become problems.

2000-2005 – Developer and editor in the *Creatures* artificial life game community

I maintained a popular chat client (in Visual Basic), reverse-engineered the game's obfuscated music system to develop a music player and editor (C#/VB.NET) and created a plugin to show game sprites as Explorer thumbnails (C++) before co-founding and leading the Creatures Wiki to 2,500 articles.

Key Skills

- **Visual C++ and Windows APIs** (Intermediate, 12 years)
- **VB.NET (previously Visual Basic)** (Intermediate, 14 years)
- **C#** (Intermediate, 7 years)
- **VBScript** (Intermediate, 7 years)
- **Reverse engineering (C++, .NET, IDA)** (Intermediate, 6 years)
- **Software packaging and deployment (InstallAware, MSI)** (Intermediate, 3 years)
- **Software testing/debugging and crash analysis** (Advanced, 14 years)
- **HTML (with CSS, Javascript, optimization techniques)** (Advanced, 12 years)
- **MediaWiki administration (with shell scripting) and editing** (Expert, 8 years)
- **PHP (with SQL)** (Intermediate, 4 years)
- **Drupal CMS administration and development** (Advanced, 3 years)
- **Online community management** (Intermediate, 8 years)
- **Journalism and photojournalism** (Advanced, 6 years)

University Module Results

Systems I: Architecture & Operating Systems	87
Programming I	84
Software Engineering I	64
Computation I: Numbers & Structures	86
Systems II: Low-level Programming & C	87
Programming II	75
Software Engineering II	90
Computation II: Computability & Decidability	50
Year 1 average	78
User Interface Programming	68
Applications I: Mathematics for Applications	64
Applications II: Databases	78
Computation III: Formal Logic and Semantics	83
Programming III: Functional Programming	85
Programming IV: Programming Languages	63
Graphics	94
Computation IV: Algorithms	70
Projects and their Management	58
Applications IV: Compilers	77
Year 2 average	74
Advanced Computer Graphics	81
E-Commerce and Agents	65
Music and Digital Signal Processing	78
Advanced Compilers	71
Project Preparation	75
Advanced Human-Computer Interaction	61
Networking	82
Design and Realisation of Integrated Circuits	78
Final-Year Project (double module)	75
Year 3 average	74

Note on results: UK educational establishments mark on a very different scale to those in the US – 70% and above is first class, 60% and above is upper second class, 50% and above is lower second class, and 40% is a pass mark.

Module descriptions are available at http://www.bath.ac.uk/catalogues/2002-2003/cm/cmcat.htm