

# EDDIE PARKER

1829 Bowness Road Calgary, Alberta  
T2N-3K5, Canada

(m) 403.803.5429  
(e) [eparker@freeshell.org](mailto:eparker@freeshell.org)

## SUMMARY

Dedicated and driven software developer with a proven record of re-factoring, strong convictions in test-driven development, and an overall passion for proper software engineering. Offering over five years of industry experience, with talent in several languages (C++/C, .NET, PHP, Python, SQL, Assembler, etc) and doctrines (Extreme Programming, Agile, test-first, internal API documentation, etc).

## EXPERIENCE

2004-Present      Replicon Incorporated      Calgary, AB

### **Software Engineer – Scrum Master**

#### **Responsibilities**

- Maintained and augmented the flagship product: a legacy web timesheet application.
- Founded and led the Pioneer team – focused on core stability and performance

#### **Accomplishments**

- Managed a team which stabilized the core web server, and increased performance system wide
- Built a working prototype to embed an open source language (Lua) to replace the existing proprietary interpreted language
- Aided in building another prototype to use ASP as the interpreted language
- Spearheaded endeavors to re-factor major sections of the underlying system including events, e-mails and the parser for the existing language.
- Put in place several essential processes including API documentation and unit testing (for both C++/JavaScript), as well as a Wiki for increased communication.

#### **Technical Environment**

C/C++, Windows, C#, JavaScript

2001-2004      Electronic Arts Canada      Vancouver, BC

### **Software Engineer**

#### **Responsibilities**

- Engineer and maintain tool-side components of the “Electronic Arts Graphics Library” (EAGL).
- Engineered and maintained the build system for the entire project

#### **Accomplishments**

- Created a prototype for cross-platform dynamic loading of code segments that was later used as the basis for an EA standard technology.
- Implemented and maintained core compiler tools for the EAGL rendering engine.
- Provided front-line support through “finalling” periods for teams such as NBA, Bond, Def Jam, NHL, NBA Street, etc.
- Reduced build times in the library to 40% of their previous build times (30 minutes to 12)

#### **Technical Environment**

C/C++, Assembler, GNU Bison, GNU Flex, GNU Make, Windows, Linux, PHP, Python

2000-2002      Polaris Technologies      Calgary, AB

### **Consultant Systems Analyst**

#### **Responsibilities**

- Involved in pre-sales evangelism of proper software configuration management (SCM) and how it could be applied using a Computer Associates product (CCC/Harvest)
- Designed, implemented, and analyzed various companies software lifecycles
- Trained clients on these principles and the products.

## Accomplishments

- Designed solutions for clients such as the US Department of Defense, SITA, Bell Atlantic, etc.

## Technical Environment

Oracle, SQL, CCC/Harvest, CCC/Openmake, UNIX, Windows

2000-2001 [www.insideps2games.com](http://www.insideps2games.com) Calgary, AB

### **Webmaster/ Lead Programmer**

#### Responsibilities

- Implement a content-management website, driven by user submitted articles and news.

#### Accomplishments

- Built an editor-based system which allowed users to submit news, and have editors review, update, and set a date for posting.

#### Technical Environment

UNIX, PHP, Bash, Windows, Mac

2000-2001 Really Neat Productions Calgary, AB

### **Writer**

#### Responsibilities

- Work with author Bart Farkas in the writing of print and online video game strategy guides.

#### Accomplishments

- Accredited co-author in several print and online books: 'Klingon Academy: Strategies and Secrets', 'Unreal Tournament', 'Perfect Dark', etc.
- Accredited for my work in author acknowledgements in several books such as: "Legend of Zelda: Major's Mask Official Strategy Guide", "Blade: Official Strategy Guide", "Dino Crisis 2: Sybex Official Strategies & Secrets", "Star Trek Invasion: Official Strategy Guide" etc.

1999-2000 Applied Terravision Systems Calgary, AB

### **Programmer**

#### Responsibilities

- Re-factored an oil and gas application into three distinct applications

#### Accomplishments

- Successfully delivered the three applications on time, through a team effort.
- Contributed to code reviews, testing discussions and requirements gathering sessions.

#### Technical Environment

Windows, Visual Basic 3, SQL, Oracle

## EDUCATION

2005-Present Southern Alberta Institute of Technology Calgary, AB

### **C# Programming Certificate of Achievement**

- Currently undertaking.

1998-2000 Southern Alberta Institute of Technology Calgary, AB

### **Computer Technology Diploma**

- Specialized in Technical Systems (Assembly Programming)