Evan Robinson

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PROFILE

I build and manage highly productive software development teams that function effectively even under intense stress. Where appropriate, I am a very knowledgeable project manager and efficient general purpose programmer.

EXPERIENCE

Engines of Mischief Consulting   2002-Present

- Programmed a new client for the Internet Chess Club (http://www.chessclub.com) Added considerably to the UI by adding configurable contextual menus, redesigned board and chat controls, multiple window chat, and a streamlined command system. Implemented in-game browser with access control. This upgrade improves the user experience and is intended to draw new subscribers to the service.

- Engineering Program Manager for Linden Lab (http://www.lindenlab.com), makers of *Second Life* (http://www.secondlife.com) with brief to improve their design, development, and documentation processes. Established procedures for Feature-Based Development, allowing the company to proceed with incremental releases to continually upgrade a user-built online gaming environment.

- Provided management consulting to Sleator Games (owners of the Internet Chess Club) on development process, business direction, personnel hiring and compensation, employee conflict resolution, and hardware considerations.

- Developed (*pro bono*) a dynamic website for the Half Moon Bay Little League using mySQL and PHP. The site tracks three divisions of teams, maintains a schedule (imported from Microsoft Excel), accepts game results, and calculates standings.

Engineering Manager / Senior Software Engineer, Adobe Systems, Inc.   1997-2002

- Created, staffed, and managed the Graphics Products Technology department, which grew to include 12 direct reports and a $1.5 million departmental budget. This department researched and built core technology that was used across Adobe's line of products.

- Expanded *Adobe Dialog Manager* (*ADM*) team from one to four engineers. Built *ADM* from two clients to eight. This code library encapsulated Adobe's cross-platform UI and saved Adobe about $2.5 million in UI code development annually.

- Oversaw development of *Draco*. This common scripting code was built for two flagship products, saving about $1 million in one-time development costs.

- As IT liaison, I moved numerous projects to Perforce version control. This saved Adobe about $600,000 per year in hardware and software costs. I also moved my department to Perforce on a crash basis without slipping two major client schedules, saving $1 million per day in lost sales.

- When I went from CoreTech to the Acrobat team, they replaced me with two same-level managers.

- Engineered the *Reflow* plug-in for *Acrobat 5*. Optimized code performance, brought code to a releasable standard, and designed and built link reflow without requiring file format modification after Beta. Reflow was a critical element that helped *Acrobat* meet US government accessibility requirements.

- Created *Reflow* features for *Acrobat 6*, adding the capability to reflow complex table-based page layouts (thus allowing reflow of captured web pages). This version also supported non-LrTb text reflow with various annotations, allowing *Acrobat* to flow text vertically in a variety of alphabets, including in-line Latin characters as well as both Ruby and Warichu annotations. This was essential to making PDF a salable format in Japan and China.

Engineering Manager / Director, Games Engineering, Rocket Science Games   1995-1997
- Managed five internal and one external development teams totaling about two dozen programmers. I delivered three internal projects on time and budget.
- Evaluated products and teams, and managed production scheduling and budgeting. I saved the company about $700,000 by recognizing and terminating one failing project early.
- Took over active project management of *Obsidian* when it was slipping one day per day post-Alpha. Overnight, I cut the slip time to a couple of days per month, and the product shipped for Christmas.
- Researched, planned, and managed the creation (including mastering and samples) of *Obsidian* DVD-ROM for $130,000 under budget and delivered, according to Panasonic, "the first DVD-ROM we've ever gotten that worked right the first time."

Development Process Consultant, AT&T / The ImagiNation Network   1995
- Assessed technical aspects of proposed products, so the company could focus its resources on projects that would be fun, stable, and attractive within the physical limitations of the network.
- Served as technical and content liaison auditing the soundness of external development projects.

Technical Director, Electronic Arts   1993-1994
- With four others, formalized EA's technical standards.
- Provided technical assistance and/or project management for 39 projects.

Director of Technology / Lead Programmer, Hero Software, Inc.   1991-1993
- Co-designed, led technical development of *Champions* for the PC. Designed and implemented first ever computer version of Hero System® combat rules.

PUBLICATIONS & SPEAKING
- Vancouver IEEE EMS Chapter, April 2006, *Common Software Development Problems*
- University of Advancing Technology Forums (UAT Tech Forums) Lecture, November 2005, *Management 101: The Care and Feeding of Developers*
- Journal of Advancing Technology (JAT), November 2005, *Software Development Practices: Remediating Holes, Silver Bullets and Mutants*
- UAT Tech Forums Lectures, June 2005, *Software Development Practices: The Good, The Bad and The Ugly* and *Why Crunch Mode Doesn't Work*
- JAT, June 2005, *Software Development Practices: The Good, The Bad and The Ugly*
- DigiPen Institute Lecture, March 2005, *Basic Development Management*
- Seattle IGDA Chapter "Sputnik" Lecture, March 2005, *Quality of Life and Next-Gen Development*
- Contributing Editor and featured review columnist 1994 - 1997, *The CGDA Report* and *The Cursor*
- Game Developers Only 1998, *Hex, Bugs and Rock & Roll* Roundtable
- Computer Game Developers' Conference (CGDC) 1997, *Recovery Mode: Taking Control of an Out-of-Control Project* Lecture
- Gamasutra 1997, *Writing Games with Borland's C++ Builder*
- CGDC 1996, *Managing Programmers* Roundtable
- CGDC 1993, *Breaking In* Roundtable (with Ellen Guon)
- CGDC 1993, *Mystic Wisdom of the East* Seminar
- CGDC 1993, *Supervillains on the Loose*! Lecture
- CGDC 1992, *Porting With Speed*
- CGDC 1992, *Developers Survey* Lecture
- CGDC 1991, *Publishers Survey* Lecture

EDUCATION
University of California at Santa Cruz   BA, Computer & Information Science, 1983.