

Ross Angle

Software Engineer

Software Engineer

FunMobility, Inc. — October 2010–Present

- Developed an exploratory Android wallpaper project from concept to product, engineering a new high-level framework and its low-level optimization.
- Gave articulate reports about competing products and common Android Market pitfalls.

Web Developer

Linfield College — February 2007–December 2008

- Designed and coded a PHP- and MySQL-backed CRUD interface that could be scripted to support new record types, entry types, and input methods.
- Built a drag-and-drop-style web interface for rearranging department faculty listings.
- Assisted the webmaster with menial tasks and bugs.

Developer

Google Summer of Code — Summer 2008

- Designed and implemented Groovy Science, an open-source Groovy pattern-matching library intended as a glue layer for scientific Java libraries such as JScience.

Software Engineer and QA Tester

Pronto Games, Inc. — Summers 2002–2007

- Configured four existing BREW games, including *Pac-Man* and *Dig Dug*, to work on dozens of handsets.
- Coded 2D physics primitives for a J2ME *Katamari*.
- Created, maintained, and submitted to a Microsoft Access bug database, which smoothed collaboration between the QA and engineering departments.
- Tested *Ten Pin Alley 2* and *Thunder Alley* for the Game Boy Advance.

Student

Linfield College — September 2005–January 2009

- Received a B.A. in Math with a minor in Computer Science in fewer than four years, with a 3.360 GPA.
- Was among the top 200 individual participants in the 2008 Putnam Math Competition.
- Received Honorable Mention for team participation in the 2008 Mathematical Contest in Modeling.

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Most familiar languages

Arc, Groovy, Java, JavaScript, CSS, X/HTML, PHP, Racket, ActionScript 3, XML, Ant, C

Everyday workspace

Windows XP, Cygwin, Chrome, Pidgin, GitHub, WordPress, Eclipse, Notepad++, Linux Mint

Occasional workspace

MikTEX, Vim, OS X, NetBeans, Dreamweaver, FlashDevelop, phpMyAdmin, TortoiseSVN

Graphics (for fun)

Inkscape, Flash, MoviePlus, Photoshop, GIMP, AviSynth

More about me

I'm a rabid programming language designer. The frameworks I build in my spare time are for the purpose of making my future frameworks easier to grok—and therefore more ambitious. This makes me significantly better prepared to whip together programs that help with my “real” hobbies, like TCGs, interactive fiction, comedy anime, and game modding, whenever inspiration strikes hard enough.