

Helped the virtual world Second Life give several million residents a good experience by working on backend system infrastructure software. Helped:

- Scale, stabilize, and simplify code in real-time distributed systems (web services, caching, SQL)
- Research, analyze, and report on data-intensive systems and problems, i.e. network latency
- Migrate a 200+ person team to the cross-platform build system CMake
- Develop and support an internal platform for automated software testing
- Debug and patch issues (internationalization, data loss, security, etc) found on Mac OS X, Linux, and Windows using many languages (C/C++, python, PHP, perl, bash / bourne shell, etc.)

BDNA MOUNTAIN VIEW, CA *System Discovery Engineer* 2005-04 — 2007-05

Worked on BDNA Inventory. Wrote software (mostly perl) to communicate with operating systems & servers via many protocols to inventory hardware and software. Clients include Motorola, Kaiser Permanente, and US Navy.

University of Michigan - AI Lab (SOAR) ANN ARBOR, MI *Research Assistant* 2004-09 — 2005-03

Worked under Prof. John Laird converting the java SOAR editor VisualSOAR to an Eclipse plug-in. Assisted with Mac OS X port of SOAR.

High Voltage Software HOFFMAN ESTATES, IL *Programming Intern* 2002 Summer

Wrote a cross-platform Codewarrior / Microsoft Visual Studio build tool (Sony Playstation 2 "Hunter: Wayward" and Microsoft Xbox "Hunter: Redeemer"). Created DVD layout and demo disc (Xbox "NBA Inside Drive 2003").

Education

University of Michigan ANN ARBOR, MI *BS Computer Science* Graduated 2004

Curricular: Artificial Intelligence, Game Development, Graphics. Extracurricular: Wolverine Soft Game Dev (President 2002 & 2003), Siggraph, Entity Digital Arts, UMich-MUG, BUNAC

Projects and Code

- Personal: <https://github.com/pauloppenheim>, <https://bitbucket.org/pauloppenheim>, <https://pauloppenheim.com/projects/>, and <https://pauloppenheim.com/portfolio/>
- LiveLoop: <https://github.com/pauloppenheim-liveloop> and <https://bitbucket.org/pauloppenheim-liveloop>
- Linden Lab: https://bitbucket.org/poppy_linden, http://wiki.secondlife.com/wiki/Special:Contributions/Poppy_Linden, and commit search poppy@lindenlab.com

Hobbies

Snowboarding, DJing & music, software, privacy, personal informatics / "quantified self", video games, existential angst

☛ References furnished upon request. ☚