

JULIAN CASH
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Objective

Work to advance projects which are financially viable, that use exciting technologies, and which benefit people.

Technical Skills

Software: MS Project, Power Point, Excel, Word, Visio, Photoshop, Dreamweaver, InDesign, Macromedia Flash, SoftImage
Languages: Perl, Web/CGI, C, Pascal, BASIC, HTML, SQL, C-shell, DCL
Working Knowledge: C++, Java, JavaScript, CSS, XML, REST, AJAX, JSON, jQuery
Database: MySQL, Sybase, Oracle, Perl DBI, SQL, Informix
Hardware: Cloud computing (Amazon and Slicehost), IBM PC, Silicon Graphics, Sun, and DEC workstations; PDP, VAX, and HP mainframes; IBM PC, Macintosh, and various other microcomputers
Operating Systems: Linux, Debian, Unix, Windows, FreeBSD, VMware, IRIX, and VMS
Other Software: Solr and Lucene search, svn, Apache and IIS web servers, TWiki, RT
Other Skills: Project Management, Writing specs, QA, User Interface design, Recruiting and hiring, Business strategy, Scalable architecture, Technical support, Graphic Design

Education

Rochester Institute of Technology, Rochester, New York
Major: Computer Science, Minor: Photography
Received Associates degree July 1988

Jobs

CEO/President, Permanent

The Human Creativity Project September 2005 – Present

Launched www.creative.ly image bookmarking website. Developed concepts with other team members for an improved methods of personalized search and discovery for creative content on the web. Made the designs for a marketplace for creative content. Wrote and polished a wide array of high and low level specs and presentation materials. Raised a first round of funding. Recruited and managed a team of extraordinarily skilled folks. Worked in length on Helped to project manage the overall project.

Skills include: Project management, management of a team, writing and designing specifications, UI design, database design, recruiting, raising a first round of funding, Perl programming, EC2 cloud computing system administration (EC2 and S3), and other system administration.

Project Manager/Designer/Support, Contract

TWiki.net August 2007 – August 2008

Project managed Perl programmers and testers in India. Wrote specifications for new features. Did QA work on new revs of the project. Provided support to TWIKI customers, including onsite installations and debugging.

Project Manager/Business Analyst/Senior Programmer, Permanent

Silicon Graphics Inc., Information Technology December 1997 – August 2005

Led teams of engineers and other coworkers in designing and implementing computer programs and processes. Wrote and supported a variety of applications (primarily web applications in perl and C++ programs). Often acted as team lead. Initiated weekly team meetings. Created a repository of data on all the tools we support, coding standards, and a new source tree design. Taught classes on Perl and on licensing.

Technical Lead, Contractor and Permanent

Silicon Graphics Inc., Software Licensing August 1994 - November 1997

Helped plan and implement dramatic changes in the way Silicon Graphics utilizes software licensing; Organized and ran meetings with product managers; Project Managed, designed, and wrote an award winning web and email based program to automate the distribution of software licenses; Resolved a wide variety of business and technical issues on a daily basis; Wrote technical documentation to be shipped with all licensed products; Designed and wrote various dynamic web programs; Taught classes; Created graphical images for use on the web, in published documentation, and in presentations; Interim manager for an eight week period.

Technical Support Engineer, Contractor

Silicon Graphics Inc. January 1994 - July 1994, February 1992 - January 1993

Provided technical support for Silicon Graphics computers, peripherals, and software for system administrators and end users; Solved problems and answered questions dealing with Unix, hardware, communications, programming languages, graphics, and installations; Acted as group leader for up to 15 teammates; Taught classes on network licensing; Wrote technical documentation for publication; Wrote documentation to define internal procedures; Trained personnel; Personally was rated as highest quality of support by customers.

System Administrator, Contractor

Industrial Light and Magic February 1993 - August 1993

Was System Administrator for 100 Silicon Graphics and Sun machines; Designed, wrote, and implemented a powerful backup system; Designed, wrote, and implemented a system for automated daily computer status checking; Created, restructured, refined, and documented internal procedures and tools. Supported the artists creating the computer graphics for Jurassic Park and other movies.

Software Engineer, Contractor

Knowledge Access June 1991 - December 1991

Designed and wrote programs in Turbo C. Created a tool to cluster data for high speed retrieval from CD-ROM based databases; Provided technical support; Tested products

Software Engineer, Contractor

Genentech February 1991 - May 1991

Converted and wrote a program in C and Informix-4GL for assisting medical studies; Wrote validation protocols for procedures relating to computer hardware and software

Software Engineer, Contractor

Software Research December 1990 - January 1991

Wrote quality assurance software in C and Pascal; Ported programs from Unix to VMS

Software Engineer, Contractor

Wang Laboratories June 1989 - April 1990

Designed and wrote sections of the printing and graphics interface for Wang's Unix word processor, which was written in C; Debugged and maintained existing code; Wrote documentation; Trained personnel; Wrote backup mechanism and performed backups.

Software Engineer, Co-op position

Sykes Datatronics June 1988 - September 1988

Programmed, debugged, and ported communications and database software written in C

Software Test Engineer, Co-op position

Atherton Technology July 1987 - February 1988

Designed, wrote, and executed test suites on multiple platforms; Programmed in C; Ported C code; Provided technical support; Wrote documentation; Supervised projects; Trained personnel

Operational Assistant, Co-op position

ISC Academic Computing Nov. 1988 - Feb. 1989 Sept. 1986 - Dec. 1986

Supervised several computer labs by coordinating and overseeing lab assistants; Wrote software; Reported and corrected hardware problems

Lab Assistant, Part Time

ISC Academic Computing March 1988 - June 1988 Dec. 1986 - May 1987

Assisted users to program in several computer languages and run a variety of software packages on IBM PCs, Macintoshes, and a cluster of VMS based VAXes

Programmer/Analyst, Contractor

Highland Hospital May 1986 - July 1986

Co-wrote and designed database application in Turbo Pascal on the IBM PC to help customers find books, records, and video tapes in a medical library

Achievements

- Took studio [portraits of contributors](#) at annual technology conventions including OSCON, MySQL, ApacheCon, and foorcamp.
 - Professional Photographer; www.JulianCash.com.
 - For several years running, I organized a camp of 20 volunteers who help with [my photo projects](#) at the annual arts festival Burning Man
 - Professional Illustrator and Cartoonist; juliancash.com/art
 - Created open source project www.SpiderEyeballs.com (a web image gallery program) with collaborator Cory Bennett.
 - Won SGI STAR Award for Quality and SGI Skippy award for autolicensing tool
 - DJ at WITR in Rochester, New York and at KZSU in Palo Alto, California
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Project Management

I've Project Managed and lead teams of dozens of people to produce a wide variety of programs and solutions. Projects are simplified and managed with care so they come in on time and within budget. I manage projects with a collaborative and cooperative spirit. Some sample projects that I've managed are listed below:

Sales Order Download

Problem: The downloading of sales orders into the support database was failing a high percentage of the time due to data errors caused by a variety of sources. For years this had been directly affecting support revenue and customer satisfaction.

Solutions: Vastly improved error checking by breaking errors into distinct "buckets". Created drill down reports that gave a clear view from a high level overview to the low level details of a single sales order. Got buy-in from throughout the company until every error bucket was owned by a particular responsible group. Groups also agreed which team was causing each problem and agreed to work on implementing solutions. Automated the reprocessing of sales orders. Created a system to fully manage the backlog of problem sales orders. Reduced the percentage of errors dramatically. Automated the correction of many types of errors.

Key-O-Matic

Problem: All licenses were being hand generated. Turn around time was slow. A large team was required to handle the requests. Customer satisfaction was low and errors were common.

Solution: Project managed and was primary programmer and designer of a web and email based tool to automatically authorize and distribute permanent and temporary licenses for internal and external use. Key-O-Matic generates licenses for multiple licensing mechanisms, multiple computer platforms, over 100 products, and for multiple countries. Evaluation license durations, number of licenses, and marketing letters can be customized by product. Both web and email forms are easy for customers and license administrators to use. This tool has vastly improved accuracy, efficiency, and customer satisfaction.

Low Cost Pull

Problem: Customers were shipped CDs of new software and software updates as needed. No online solution for customers to downloading updates or view what they were entitled to had been implemented. Shipping and handling costs were high and customer satisfaction was sometimes adversely effected.

Solution: Helped design and project manage the creation of a tool which gave customers access to download a wide variety of software. Access was given based on what a particular customer was entitled to. Customers are now able to download updates the moment they come out. Rather than shipping CDs, the company now often just sends an email or post card. Customers are more effectively able to manage their software subscriptions. Customer satisfaction is improved and costs reduced.

The Human Creativity Project

Problem: Finding and discovering creative content is not as good as it could be. The middlemen in-between creators and those who want the creations are technically and fiscally inefficient.

Solution: Improved search and discovery. A comprehensive replacement of the middlemen. Most of the details are still not public yet, but for more information look at HumanCreativity.com