

Mark S. Mikunas

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Experience

2/10 – Present

Page Foundry Inc Barrington, IL

Senior Software Engineer

Member of small, rapid-paced development team building mobile content delivery and perusal solutions. Currently specializing in Grails (Groovy/Java web framework) and Android based development, building custom reader applications and content storefronts for mobile platforms.

- Built full featured Android application leveraging an on-device SQLite database. Framework was written using best practices such as content providers, guice-based dependency injection, and asynchronous download services.
- Worked on back-end projects (using Grails with various plugins) to help inject, transform, and consolidate publisher datasets.

Technologies : Java 1.6. Android 1.6. Groovy/Grails. Xstream. Liquibase. MySQL. SQLite. Tomcat. Linux (Ubuntu). Subversion. Ant/Maven/Gradle. Hudson/Jenkins (continuous build tool).

11/08 – Present

Mt Sierra College Monrovia, CA

Adjust Faculty and Course Design

Multi-faceted role encompassing course design and weekly facilitation. Course design includes all lecture content (text and video), weekly discussions, exercises, and test materials. Instructor for multiple courses, including Object Oriented Design with C++ and Modern Web Commerce using PHP/MySQL.

Technologies : Microsoft Visual Studio Express Edition/C++. MySQL. phpMyAdmin. PHP.

5/08 – 2/10

Vibes Media Chicago, IL

Senior Software Engineer

Member of four-person, Agile team responsible for the design, development, optimization and deployment of several applications. These use a multitude of technologies, frameworks and design principles to achieve goals such as real-time, large-scale message processing/routing, campaign administration, and participation driven visualization (used by such clients as the Chicago Blackhawks and the NFL draft). Point person for several projects, including :

- Intelligent messaging framework that allowed the scheduling (using Quartz) of large scale blasts of SMS messages across running campaigns. Transactional and customizable.
- Multiple Grails applications (both internal and external) for all manner of work flow management.
- Custom segmentation framework that allowed the slicing of data into

dynamic, run time partitions, with an easy to use client configuration interface.

- JMS load testing tool (leveraging Apache JMeter) made to integrate with our messaging apis, queues, and routing software.

Technologies : Java 1.6. Groovy/Grails/Ajax. Spring (IOC/MVC). Hibernate. Ehcache. JMS. MySQL. SQLServer. Testing (JUnit/DBUnit/Grails Fixtures). Tomcat. Linux (CentOS). Subversion. Ant/Maven. Bamboo (continuous build tool).

3/03 – 5/08

Orbitz.com Chicago, IL

Senior Software Engineer

Successfully launched a multitude of projects for the Orbitz.com website as a member of the corporate development and hotel teams. These applications ran in highly scalable, high traffic, Linux-based environments. Accomplishments included:

- Led development of several lengthy projects involving integration with 3rd party vendors including:
 - Complete booking path, including architecture, database design, and coding for the corporate travel implementation of hired car (limo) services.
 - Meeting and event itinerary functionality that allowed corporate travelers to book travel and reflect itinerary partnerships between our partner companies.
- Other major accomplishments included :
 - Development of a market based geographic search api and application that our specific vertical products (hotel, car, packaging) leveraged to provide location based results.
 - Key member of the implementation of several widely used hotel features, such as multi-room booking, visual media provider integration, merchant hotel management tools, and host connection supply to multiple remote systems.
- Mentored junior developers and managed work delegation among team members.

Technologies : Java. Spring (IOC). Hibernate. Novo (a proprietary web framework using MVC concepts). Testing Frameworks (JUnit, Easymock). Drools Rule Engine. Weblogic. Linux (Redhat). Jini. Accurev.

5/06 – 9/06

Feedburner.com Chicago, IL

Software Engineer

Worked exclusively using the Java language and Jasper reports to develop/extend internal sales reconciliation tools.

Technologies : Java. Spring MVC. Jasper reports. JUnit. MySQL. Linux. CVS.

1/01 – 7/02

Halo Branded Solutions Niles, IL

Application Developer

Developed web-based order entry system for sales people to manage their daily operations. Webstar (the application) was a Java application running inside a Tomcat 3.2 server using an Oracle Database. This application encompassed a

complete software life cycle including : requirement gathering, planning and design, architecture and modeling, coding, and maintenance.

Technologies : Java. Weblogic. Oracle. Tomcat. Sun Solaris/Windows. CVS.

9/00 – 12/00

Vation Incorporation Chicago, IL

Application Architect

Member of the architecture team that modeled and developed a framework to complement Vation's external 3rd party client applications using ATG Dynamo.

Technologies : Java. ATG Dynamo. Windows.

12/99 – 9/00

Starbelly.com Chicago, IL

Application Developer

Developed internal and external merchandise branding applications used for retail as well as B2B applications. Accomplishments included:

- Multiple project life-cycles including promotion/coupon functionality, the 2.0 version of the order/checkout process on the retail website, and an internal web store development tool that would allow partners to create fully functional e-commerce sites.

Technologies : Java. EJB. IIS/Weblogic. Oracle. Sun Solaris/Windows. Sourcesafe.

2/98 – 12/99

Blackdot Group Chicago, IL

Software Engineer

Designed front-ends to a production-tracking database through the use of Java, C, and Powerbuilder 5.0 development tools.

- Developed 3 in-house applications in 3 different languages: a job tracking system in Powerbuilder, an employee time/work tracker in C, and an all encompassing (work, time, job, image tracker) client-side application in Java using Swing and JDBC.
- Collaborated with multiple departments including the Training and Information Technologies staff in order to develop materials to successfully document and distribute our applications.

Technologies : Java. Swing. Powerbuilder. C. Windows.

Education

1993 – 1998 Saint Xavier University Chicago, IL

- B.S., Computer Science.
- Member of SMACSA (Student Math and Computer Science Association).
- Member of the Computer Science Programming Team.
- Computer Science Tutor, 1996 – 1998.

Tech Community Contributions (Open Source Projects)

- Dead Yearn for the Living* An OpenGL/SDL based tiled engine/game written in C++, specifically for the Pandora hand-held (an ARM/Linux based hand-held).
- <http://deadyearnliving.sourceforge.net>
- The Pandy Word-Hunt* An SDL based puzzle game written in C++, specifically for the Pandora hand held (an ARM/Linux based hand held). Generates random, word find puzzles in a time based environment.
- <http://pandywordseek.sourceforge.net>
- JGenetic Programming Framework* A Java based Genetic Programming framework based on the principles of Dr. John Koza from Stanford. Currently does a base case of evolving a population to guess a number.
- <http://jgeneticprgfrm.sourceforge.net>
- The Shotty Level Editor* A Java based tool used for generating tile strips and data files that can be imported into tile mapping engines. It will allow you create a library of images files, assign properties to the brushes, and "paint" a level to be exported. This can be any arbitrary sized map, and upon ripping it will compress the image into unique 16 x 16 tiles in photo strip format, along with a data file describing it's reconstitution.
- <http://www.markandmarina.com/posts/183>
- Article on PC Stereoscropy* Mikunas, Mark: "Setting up a 3D projection system using classic NVIDIA drivers"; Published at *Meant to be Seen 3D*. 2009.
- http://www.mtbs3d.com/cgi-bin/newsletter.cgi?news_id=66