

Leif Bennett
(310) 415-2264
leif@alumni.caltech.edu

Summary

I am a software architect and programmer with extensive experience in project leadership, object-oriented methods, and rapid reliable development. I am experienced with agile development, patterns, component architectures, application security, Hibernate, J2EE technologies, XML, UML and other notations, and speech recognition. My ideal company expects high-quality work on challenging projects.

Skills

- Object-oriented analysis and design (UML and other notations, several methodologies, patterns)
- Agile development
- Java (Swing, Hibernate, JSAPI, JMF, servlet, AWT, JNI), C, C++
- Project leadership
- Component architectures
- Speech recognition applications

Work Experience

April 2010-present Chrome River Technologies Los Angeles, CA
Software Engineer, Team Lead

Lead a team building an expense and invoice accounting system targeted at large law and consulting firms, with a weekly delivery schedule. Technologies used included Java, Flex, Groovy, MySQL, JBoss, Cajo, BlazeDS, JSP, and JUnit.

Dec 2005-March 2010 METASwarm Inc. Pasadena, CA
Vice President of Product Development/Lead Software Engineer

Lead an effort to design and implement a communications analysis program for email and SMS message antispam, phishing prevention, and message validation. Duties included leading design and implementation of industrial-quality framework to handle petabyte datasets, overseeing localization efforts in China, and responsibility for development support.

May 2004-Dec 2005 Symantec Corporation Santa Monica, CA
Principal Software Engineer

As part of a team, design, implement, and maintain a multiplatform Java security product management program using a component-based architecture. As the project's Security Lead, I was responsible for researching and disseminating secure coding practices to the project team, detecting security violations in existing code, and integrating verification tools into the project. I advocated for and practiced test-first programming, and introduced continuous integration (using CruiseControl) to the team, which had previously been failing to achieve a daily build.

Feb 2001-May 2004

freelance

Consultant

Requirements gathering, analysis, design, implementation, testing, packaging, and business development for a multiplatform Swing-based art program targeted for early elementary-school children; requirements gathering, analysis, design, and implementation for a multiplayer simulation engine using Java RMI and activation, later migrated to JXTA; analysis, design, and implementation of an abstract state machine.

Oct 1998-Jan 2001

planetLingo Inc. (formerly EHQ Inc.)

Pasadena, CA

Director of Technology

Led a team of programmers in producing a Java framework for speech enabled language training. Responsible for analysis, architecture, design, and implementation. The project used a dynamically loaded local and remote component architecture, similar to JINI. Technologies used include JSAPI, EJB, servlets, JAAS, JMF, XML. We placed special emphasis on automated collection and analysis of speech data.

Apr 1998-Oct 1998

freelance

Consultant

Construction and design for enhancements to a 3-D virtual reality world building tool and engine.

July 1997-Apr 1998

Activision, Inc.

Santa Monica, CA

Programmer

Developer on a multi-platform networking library, including various project utilities and a SOCKS-compliant driver; developer for a generic multiplayer game setup facility, including customizing the facility for the game *Shanghai: Dynasty*.

Feb 1997-July 1997

freelance

Consultant

Analysis, design, and implementation of applets and server for an online casino (Java), minor improvements to a 3-D authoring tool.

Sept 1995-Feb 1997

Worlds, Inc.

San Francisco, CA

Developer/Integrator

Developer on various internet-accessible multimedia 3-D virtual reality projects. Duties include technical leadership, technical analysis and design, programming in Java, C, and C++, and platform (Windows 95 and NT) support, covering aspects of physical effects, reality modeling, multiuser deconfliction, and user interface design.

July 1983 - Sept 1995

Xerox Corporation

El Segundo, CA

Senior Member of the Programming Staff

Led team that produced a 40,000 NCSL PDL translation library with a remarkably low defect rate. Inaugurated a review process and comprehensive unit tests. Programmed various printer software projects, a timekeeping system, and a microprocessor emulator control system.

Education

California Institute of Technology 1979 - 1983

Pasadena, CA

Bachelor of Science in Applied Physics.