Gus Class

Summary

- Versatile software engineer with full stack experience: front-end, back-end, mobile, and embedded..
- Specialization in Games, Social Networks, and Identity developer platforms.
- Deep experience in developer programs, information architecture for developers, and API design.

Work Experience

Company name omitted for work done under NDA

June 2012 – Feb 2022   *Software / Embedded Lead*
- Wrote software for ASIC design, refactoring, and automation (Verilog and Liberty).
- Coordinated engineering efforts across a team of embedded, FPGA, and software engineers.
- Designed Cloud architecture for data center orchestration and big-data propagation of edge data.
- Participated in ASIC and PCB bring-up process and created C++/Python embedded-to-network layer.

Google

June 2012 – Feb 2022   *Developer Advocate / Developer Programs Engineer*
- Led developer programs ENG efforts in Play Games Services, Google+, Hangouts, and Android Pay.
- Influenced API design across developer products through API review, coding samples, and demos.
- Programmed the first (launching) version of the Cloud SDK installer for Windows in NSIS.
- Programmed and maintained API quickstarts in C#/.NET/Unity, Ruby, Python, JavaScript, and Java.
- Created sample apps showcasing sign-in integration across mobile and the web.
- Supported Google APIs in developer communities such as [Stack Overflow](#), [GitHub](#), and [Google+](#).
- Delivered technical presentations at local developer groups, startup field trips, and Google I/O.
- Created software/hardware prototypes for Google's IoT platform in C/C++.
- Ran bootcamps around the world to drive Google Sign-in adoption.
- Created the Cloud SDK installer for Windows.

Microsoft Corporation

August 2005 to May 2012   *Microsoft Developer Programs*
- Programmed two key game samples and co-authored stocks sample for Windows 8.
- Created, hosted, and managed the creation of videos reaching >250k views on Channel 9.
- Grew developer content social channels from scratch to over 11,000 followers and 10,000 likes.
- Managed complex 6+ month projects coordinating content, marketing, engineering, and production.
- [Personal blog](#) in the [96th percentile of MSDN blogs](#) with some posts reaching >100k views.
- Programmed a software prototype in WPF used in a patent application.
- Evangelized developer features at Educause, TechEd, PDC, and Dell engagements.
- Owned Windows Media DRM developer content for devices (Xbox), networked clients, and servers.
- Created a multitouch game with Direct3D to demonstrate the touch-centric features of Windows 7.
- Delivered over 2000 reference documentation pages, 100+ C, C++, and C# SDK code examples, and 10+ end-to-end samples reaching over 3MM page views and 280k downloads worldwide.

Spam Arrest LLC

2003 to 2005   *Software Engineer*
- Developed and scaled an anti-spam and web mail service through multiple releases using Java, MySQL, Memcached, and Resin in a live Linux environment.
- Created JNI modules in C and C++ to connect native external libraries to our email infrastructure.

Selected Accomplishments and Publications:

- Google patent puzzle, JavaScript readability, and Vice-President awarded spot bonus recipient
- Microsoft gold star & patent cube recipient
- *[Going Places: Enhancing Windows Applications for Mobile Users](#)* / *[Ink-enabled Apps for Tablet PC](#)*
  MSDN Magazine, December 2009, MSDN Magazine, October 2008

Education

University of Washington, Aug. 2008, Masters in Business Administration
University of Washington, Aug. 2003, BS in Computing and Software Systems