

## Resumé of

### Reid A. Woodbury Jr.

5826 Donna Ave.  
Tarzana CA 91356 USA

voice/cell: 818-749-6065  
e-mail: [reidw@rawsound.com](mailto:reidw@rawsound.com)  
<http://www.rawsound.com>

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## Summary

I am a senior PHP, LAMP, web API programmer, and mid-level Linux system administrator (LAMP administrator). I am looking for a position where learning is a passion and a joy of system and software design is shared. I can also program in C++ and have created PHP extensions, studied machine learning, real-time audio programming, and have years of managing assistants as a freelance sound editor.

## Work Experience

10/2014 – present    Take-Two Interactive/Capsicum Group                      New York, New York

Remote contractor DBA and LAMP programmer building an inventory management system to consolidate information about their computing assets. This involves retrieving data through the Web APIs of management programs (SOAP, XML-RPC, and REST).

6/2011 – 9/2014      DWCDirect    Camarillo, California

Designed and built entire SOA (or web API in XML-RPC, JSON-RPC, and REST) system including bare metal installation of OS, LAMP stack software, code management, and data replication for a document delivery system.

2/2007 – 7/2014      WorkCompCentral    Camarillo, California

Performed all parts of full LAMP stack programming and operations including jQuery, PHP, MySQL, security, Linux server, and Windows Server administration.

Applied machine learning to rank related news stories, legal documents, and course descriptions.

Built interactive workers' comp calculators including handling commutation and disability ratings.

Built data exchange system to send and retrieve workers' comp case information with government agencies (<http://www.dir.ca.gov/dwc/>).

<https://www.workcompcentral.com>

7/2006 – 10/2006    dts - Digital Theatre Systems    Agoura Hills, California

Contractor for C++ programming and QA listening tests to assist in release of audio encoding product.

2/2005 – 6/2006      Guitar Center    Thousand Oaks, California

Contractor programmer for in-house LAMP catalog design program.

7/2000 – 3/2001      Alesis Studio Electronics    Santa Monica, California

C++ Programmer/Senior Technician

- Sole programmer for released Macintosh software "A6 Helper," a musical synthesizer settings manager with a drag-and-drop GUI with MIDI (serial) communication to the instrument.

- Designed off-line audio sample rate converter based on convolution engine (FIR) for data decimation and interpolation.

1985 – 2006              Freelance Sound Designer, C Programmer    Los Angeles, California

Sound editor and sound mixer for over 200 films and television episodes. Partial credit list available on the industry web site The Internet Movie Database at: <http://us.imdb.com/name/nm0940183/>.

- Hired, trained, and managed assistants and other editors as needed.

- C/C++ developer the commercially released program called "Tracks!" which was used to create the editor's track sheets and developed post-production auto-conform software.
- Designed and/or modified several digital and analog audio electronic circuits to manage the shortfalls of off-the-shelf equipment. This includes signal switching and high quality analog to digital conversion. Also, modified or built many audio op-amp and digital control circuits.

1989 – 1991                      Glendale Public School District                      Glendale, California  
Substitute Teacher specializing in grades 7-12 teaching math, music, and theatre.

1981 – 1985                      UMKC Conservatory of Music Recording Department                      KC, MO  
Staff Sound Engineer

1982 – 1984                      The Missouri Repertory Theatre (Equity)                      Kansas City, Missouri  
Theatre Sound Technician

## Publications

- Author "An Interview with Tom Holman" of Lucasfilm Ltd. design team leader of the THX Sound System for Speaker Builder Magazine, Petersborough, NH (4/90 & 5/90).
- Author "M-S Speaker System" (1988) on speaker design based on MS stereo mic'ing technique (1984) published 1/89 also for Speaker Builder Magazine.

## Education

2002 – 2006                      CSUN, California State University                      Northridge, California  
Master of Science in Computer Science (MSCS).

- Thesis: <http://rawsound.com/thesis/ReidWoodburyThesis.pdf>
- Classes:

Database Design (SQL)	Embedded Programming
Operating Systems	Algorithms, multiple classes
Graphic Systems (low-level algorithm design)	UNIX Programming
Parallel & Distributed Systems	Computer Architecture

1983 – 1985                      University of Missouri Kansas City, Engineering Department  
Two years study toward BSEE.

1979 – 1982                      University of Missouri Kansas City, Conservatory of Music KC, MO  
• Received Bachelor of Arts in Music (1982).

1977 – 1979                      Missouri Western State College                      St. Joseph, Missouri  
Music education. Additional study in electronics and theatre.

## Special Interests

Knowledge of basic and music typesetting. Familiar with sound studio acoustics and architecture. Studied psychoacoustics and audio forensics. Enjoys choir singing and music in general. Plays piano and studied several other instruments. Enjoys swimming, road cycling, and home fixit and improvement projects.