

Resumé of

Reid A. Woodbury Jr.

5826 Donna Ave.
Tarzana CA 91356 USA

voice/cell: 818-749-6065

e-mail: reidw@rawsound.com

<http://www.rawsound.com>

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

5/2016 – 12/2017 Magento Commerce Los Angeles, California

Development support, bug fixes for their Enterprise Edition. PHP, MySQL and JavaScript. Magento has a unique, highly granular code override system that allows everything to be modified without altering any original code. Patch building and delivery.

10/2014 – 4/2016 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 exchange workers' comp case information with government agencies.

<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/>.

- 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.

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, digital and film photography, and home fixit and improvement projects.