

# Eric A. Wollesen

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## Qualifications Summary

Experienced, efficient, and hard-working software engineer with a passion for self-directed learning and critical thinking.

## Skills

### Programming

Ruby on Rails, JavaScript, SQL, Python, PHP, C/C++, XML, HTML, CSS, shell scripting.

### Development

Object-oriented design (OOD), design patterns, Agile practices, Test-driven development (TDD).

## Experience

- 08/2010 – present* **Lead Software Engineer – Lead Media Partners LLC / LeadTune LLC, Draper, UT**
- Instituted code review and mentorship / continued learning opportunities.
  - Leading initiatives for improved bug tracking metrics and analysis.
  - Developing data warehouse and visualization tools for optimizing business analytics.
  - Designed and implemented a ruby gem to ease client integration with LeadTune APIs.
  - Built a rich JavaScript client-side error-reporting framework.
- 07/2009 – 08/2010* **Independent Consultant – E3 Labs LLC, Herriman, UT**
- Contributed to a job tracking web and mobile application that coordinates the jobs and services of thousands of independent construction workers.
  - Designed and built home inventory management web application.
  - Built a JavaScript client for developing QFD “Houses of Quality”.
- 11/2006 – 7/2009* **Software Engineer – Sorenson Media / GeneTree Inc., Salt Lake City, UT**
- Built and optimized a GEDCOM file parser using racc and a Ruby C extension.
  - Led efforts in areas of integration, testing, UI design, daily builds, and deployment.
  - Helped design and develop a multimedia content management web application utilizing Ruby on Rails.
  - Designed and developed a custom backend storage integration solution using Amazon S3.
  - Involved in ground-up workings including HTML, CSS, deployment, source code management, and project management.
  - Integrated with legacy Java systems to support content delivery.
- 10/2005 - 11/2006* **Benchmark Engineer II – Linux Networx, Bluffdale, UT**
- Developed a Ruby on Rails web-based benchmark application.
  - Ported and debugged Linux kernel drivers for supercomputing clusters.
  - Led benchmark efforts resulting in multi-million-dollar contracts.
- 09/2002 - 09/2005* **Sr. Software Engineer – Genetics Squared, Ann Arbor, MI**
- Maintained a patented, 23,000+ line SKGP genetic programming system.
  - Designed, built and maintained a \$30,000 Beowulf cluster computer.
  - Developed Python/GTK+ GUI XML data analysis tools.
  - Responsible for genetic programming experiment design, execution, and analysis.
- 08/2001 - 09/2002* **Software Development Engineer – General Motors Powertrain, Brighton, MI**
- Developed real-time, embedded C software for fuel, mass air flow, and misfire control of most current generation engines, including the LS2 (Corvette) and LM7 (Trailblazer).
- 05/2000 – 08/2001* **Jr. Software Engineer – Widevine, Ann Arbor, MI**
- Prototyped RealPlayer plug-in for advanced piracy detection systems.

## Education

09/1997 - 05/2000 **Bachelor of Science – Computer Science**  
The University of Michigan, Ann Arbor, MI

## Personal Projects

### Mildred

An intelligent music server with Internet streaming, scheduling, and requests. Originally in PHP; ported to Ruby on Rails.

<http://mildred.xmtp.net>

### GT5 Cars

A simple web application to help sort, filter, organize, and collect the thousand plus cars available in the PlayStation game Gran Turismo 5.

<http://gt5cars.net>

### Showoff

A multi-user photo album web application. Originally in PHP; ported to Ruby on Rails.

### Dead Parrot

An object-oriented multi-user dungeon (MUD) engine written in Python.

## Links

- GitHub <http://github.com/ewollesen>
- Blog <http://kill-o.com/duplo>

## Publications

- Wollesen, E.A., N. Krakowiak, and J.M. Daida, "Beowulf-Anytime for Evolutionary Computation", in S. Brave, and A. S. Wu (Eds.), *Late Breaking Papers at the 1999 Genetic and Evolutionary Computation Conference*, 1999. pp. 298-304. Technical Report.
- MacLean, C.D., E.A. Wollesen, and B. Worzel, "Listening to Data: Tuning a Genetic Programming System", in U. O'Reilly, and T. Yu and R. Riolo and B. Worzel (Eds.), *Genetic Programming Theory and Practice II*, 2004, chap. 15.
- Almal, A., W. P. Worzel, E. A. Wollesen, and C. D. MacLean, "Content Diversity in Genetic Programming and Its Correlation with Fitness", in T. Yu and R. Riolo and B. Worzel (Eds.), *Genetic Programming Theory and Practice III*, 2005, chap. 12.