

Paul J. Dardeau

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210-260-0768

San Antonio, TX (unable to relocate)

Senior Software Development Professional

Software Development • Problem Solving • Technology R&D

Solid expertise in analyzing situations thoroughly and then looking for creative solutions that fit in with the organization's vision. Follow an objective and logical decision-making process to identify and formulate a plan of action. Maintain flexibility to adapt to any changes along the way. Maintain a balance of being analytical and creative to provide the best quality product while controlling costs and within the shortest practical period of time. Welcomes challenges and the opportunity to solve complex problems.

Core competencies include:

- Software Development
- Team Leadership
- Business Process Automation
- Systems Programming
- Technical Consulting
- Optimization
- Coaching/Mentoring
- Technology R&D/Evaluations

ACHIEVEMENTS

- Developed and supported iOS and Android **SDKs** for application performance monitoring (APM) and cloud storage
Result: new market opportunities and greater ease of use for existing customers
- Created iOS apps to **benchmark** and demonstrate the speed of Realm (realm.io)
Result: generated interest, excitement, and confidence in product among investors and potential customers
- **Optimized** complex iOS medical applications (patient monitoring and cardiology) for **performance** and identified and corrected **memory leaks**
Result: fast and stable new products made ready for market
- Developed multiple linear regression **cost models** to predict data center costs based on business functionality utilized
Result: business now has an objective means of quantifying costs for new clients, and **more accurate cost estimates**
- Developed a means of data collection and reporting to support **capacity planning** and **performance management** of AIX servers
Result: reduced costs through greater utilization of existing capacity and **more stable and predictable performance**
- Developed a messaging framework that enabled quick and easy **integration of products** running in separate processes and with disparate technologies

Result: web-based call center app was used to automate functions in a native desktop application generating greater productivity and reduced costs. This achieved a **15-20% reduction in call time length**.

- Developed ‘**front office**’ and ‘**back office**’ **modes** of a native desktop application that would allow call center reps to process back office work in between calls

Result: **increased productivity** of existing personnel

- Developed a highly configurable, intelligent system for **automated form-filling** of web forms (before they existed in browsers)

Result: **70% accuracy** in detecting type of data being solicited in web forms for e-commerce checkout

TECHNOLOGY SKILLS

- **Operating Systems** – iOS, Mac OS X, Linux/FreeBSD/Unix
- **Databases** – SQLite, Realm, PostgreSQL, MySQL, Core Data, NoSQL
- **Development Languages** – Objective-C, C/C++, Java, Python, Unix Shell Scripts
- **Mobile Technology** – Apple iPhone/iPad, Objective-C, Xcode, Cocoa Touch, Android, push notifications (APNS/GCM)
- **Network/Web Technology** – JSON, XML, REST, TCP/IP
- **Cloud Storage Technologies** – S3, Swift Object Storage
- **Development Tools** – Xcode, Eclipse, NetBeans
- **Other** – Grand Central Dispatch (GCD)/Blocks, Objective-C swizzling, TCP/IP Sockets, Posix Multithreading (pthreads), OpenGL ES 1.x

PROFESSIONAL EXPERIENCE

Independent Consultant, March 2014 – Present

Created iOS demos and benchmarking apps for Realm (realm.io); one demo charts historical stock market data over a 20 year period using OpenGL ES and animates the progression of up to 800 charts through time; another demo is a clone of Foursquare’s map using embedded database as a local cache of data pulled from Foursquare’s API with real-time updates of map annotations (venues) as user zooms in or out or pans map. The benchmark app compares Realm against Core Data, SQLite, and other persistence technologies in a wide range of usage scenarios, including heavy concurrency.

Software Engineer, Apigee, November 2012 – February 2014

Took ownership of Mobile Analytics iOS SDK and brought it from alpha-quality to production; added automatic and seamless capture of network performance metrics (NSURLConnection and NSURLSession); added automatic and seamless capture of application UI events in Cocoa Touch; took ownership of Mobile Analytics Android SDK; combined Apigee’s App Services (Usergrid) and Mobile Analytics SDKs for both iOS and Android.

Senior Software Engineer, AirStrip Technologies, March 2011 – October 2012

Team developer of iOS Patient Monitoring and Cardiology medical applications for iPhone/iPod Touch/iPad in Cocoa/Objective-C; responsible for new development, product support, and performance tuning; experience with Grand Central Dispatch (GCD), multithreading, and performance tuning with Instruments; set up and maintained automated build environment for iOS products using TeamCity.

Software Developer II, Data Systems International (DSI), March 2010 – March 2011

Developed full-featured, multithreaded, client-side language interpreter with full GUI support for iOS devices (iPhone/iPod Touch); developed custom UI controls; integrated OpenSSL for PKI encryption; ported C# mobile device application code to Objective-C for iOS devices and to Java for Android and BlackBerry mobile devices.

SwampBits (Self Employed) November 2008 – February 2009 (Full Time)

iPhone Native Application Development (Xcode, Objective-C, Cocoa, SQLite)

Presidents

Vice Presidents

U.S. Battleships

America

Famous Speeches

HubbleView

Famous Documents

WordPal

EDUCATION

LOUISIANA STATE UNIVERSITY - Master of Science in Quantitative Business Analysis, with concentration in Management Information Systems

LOUISIANA STATE UNIVERSITY - Bachelor of Science in Engineering Technology

DEVELOPMENT AND COMMUNITY INVOLVEMENT

Apigee Blog Posts

- NoSQL – No Problem! Mapping your SQL thinking to NoSQL (5/23/2013)
- Piggy-Backed Mobile Network Transmissions & the Apigee Mobile Analytics SDK (1/24/2013)
- Optimizing for Mobile? Bounded, Piggy-Backed Mobile Network Transmissions (1/23/2013)

Open Source Development

github.com/apigee/apigee-ios-sdk

github.com/apigee/apigee-android-sdk

github.com/pauldardeau

Stackoverflow Contributor

stackoverflow.com/users/2564901/paul-dardeau

Troop Volunteer – Boy Scouts of America