

REGINALD J. ARMOND

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SENIOR SOFTWARE ENGINEER**Research, Analyze, & Solve | Enhance Reliability & Efficiency**

Strong background in startups requiring hands-on with multiple roles. A prodigious aptitude for programming lead to building on pillars of software engineering fundamentals to grow in knowledge as an engineer to complete high impact projects as a consultant or permanent employee. I have a can-do attitude and am open to all new and existing challenges you have on offer, let's do this!

- Critical thinking, efficiency driven, self-reliant, pragmatist.
- Object-Oriented Design
- Research & Development
- Troubleshooting & Debugging
- Fast Ramp-Up
- Technical & Regulatory Documentation
- Software Architecture, Testing, Triage

PROFESSIONAL EXPERIENCE**REGIVISION, Grass Valley, CA****Dec 1, 2022 – Current****Senior Software Engineer, Regivision.COM****Full Stack, development of front-end, back-end, Desktop, on Windows & Linux systems**

- Development of high efficiency, reliable, low-latency multi-threaded processes, and applications.
- Providing detailed analysis of requirements domain and solutions research for directed best practices
- C++, C#, Development using Visual Studio 2022 and preceding versions
- COM, ATL/MFC, WINSOCK, Windows API calls, Hooks, DirectX12, low level Bitmap manipulation
- Image loading, rendering, writing/reading R8G8B8A8 to/from any bitmap depth
- texture mapping and rotations with/without DirectX
- Subimage recognition strategies algorithm development
- Leveraging STL whenever possible, maps, vectors, lock guards, callbacks
- JSON, REST, gRPC
- Windows Device Driver Development
- experienced using Dear ImGui library
- Learning of technologies as required to fulfill selected projects

ACCURAY CORPORATION, Sunnyvale, CA**Oct 6, 2017 – Dec 1, 2022****Senior Software Engineer, CyberKnife Treatment Delivery Team****Engineered, analyzed, tested, debugged, enhanced, configured, various systems and subsystems**

- Re-factored about 20-30% of the code for the user interface component classes used in the MVC based CK Treatment Delivery System Software, server and client side.
- Interviewed, on-boarded, and mentored inductees.
- Provided valuable insights to new engineers and peers during code reviews.

- Added visibility to the Tube Warm-up application, physicist's feature add request, Linear Accelerator warm-up timer
- Lead engineer on the 2018 version of the project that pioneered efforts to integrate Computerized Tomography subsystem software and hardware in to the CK delivery system. Worked closely with Hardware Vendor MedPhoton on protocol details.
- 100% responsible for the ground breaking QML/C++ client side integration, and 50% server communication interface towards the effort to re-engineer and re-invigorate our prior MVC methodology.
- 50% of the team which pioneered a prototype to demonstrate the feasibility, market ability, feature set, and clinical utility of the streamlined interface.
- Dramatically Increased the productivity of other team member who were tasked with integrating CT views on QT derived forms by exposing properties, methods, and events that enable and expose specifically required functionality in the view.
- Lead developer and architect on Data Access Portal component that exposes a gRPC interface to both Angular and WASM web clients, supporting persistent and transactional connections.
- Contributed to expanding the team's ability to analyze and determine root causes of several support escalations by writing bash scripts that restructure logged site data to aid in determining patterns and correlations.
- Improved patient outcomes by increasing the onsite availability of CK Treatment Delivery by enabling onsite physician approval functionality shortly before treating a patient, a physician is able use credentials to sign-off on time of pre-treatment status.
- improved accuracy and, potentially, clinical outcomes of the CK Treatment Delivery System by enabling a new feature that allows a minor 3D offset to be applied to the target dose cloud just prior to delivery, with remote or onsite physician approval.
- Helped management to make informed fiscal decisions by estimating the effort required to add, enhance, repair, refactor, or deprecate specific software functionality.
- Ensured the security and continued availability of end-of-life operating systems and software components by installing, refactoring, retooling, re-coding, and upgrading to suitable replacements.
- Enabled development to proceed on CK CT by acting as lead developer to implement a DICOM test server for CK CT development using **DCMTKT**.
- Lead a project that produced a VMWare version of a dedicated hardware (PC) that seamlessly integrated and operated on our main CK software control console, the headless VMWare instance gracefully persisted its state when switching from user to service modes.
- Decreased corporate costs of new engineer ramp-up by automating the set-up procedure for new Linux developer boxes.

REGIVISION SOFTWARE, Sunnyvale, CA**2016 - 2017****Senior Software Engineer, Regivision.COM****Full Stack, lead development of applications & scripts, front-end & back-end development**

- Designed & Built a scalable Multi-process, multi-machine, build server for pebble watchfaces
- Engineered software for an embedded device in C (Pebble Watch)

Integnology, Santa Clara, CA**Software Engineer****2015 - 2016****Continuous Integration Continuous Delivery pipeline implementation**

- Verified 100% consistency of refactored code by leveraging Google's Test suite
- Increased efficiency of code refactoring engineers using gtest by 1000% By developing scripts to auto include the correct header files required to test refactored code segments.

HEWLETT PACKARD, Sunnyvale, CA

2013 - 2015

Senior Software Engineer

Senior Software Engineer, American Airlines Advanced Passenger Information System

- Expanded the feature set for the American Airlines Advanced Passenger Information System
- Lead engineer on the development team that interfaced with engineers for American Airlines, and the International Air Transit Authority (IATA)
- Designed and implemented The American Airline Inspire Kill Switch plug-in which allowed closing and resetting and agent's smart Inspire terminal remotely (HTE Terminal Emulation for Sabre Systems)
- Increased reliability and usability of Host Terminal Emulator component by 400%

SAATCHI & SAATCHI, El Sepulveda, CA

2011 - 2013

Senior Developer, TeamOne-USA

- Constructed, extended, and improved functionality of various Desktop/Mobile web applications
- Built various WordPress plug-ins and widgets

GENUSMAIL, Irvine, CA

2012 - 2013

Contract Developer

- Developed GenusMail add-in for Outlook 2010
- Developed 32/64 bit hybrid Click-Once Installer
- Developed windows system tray client to ensure software components remained synchronized
- Developed GenusMail faxing and connectivity driver

PARAMOUNT STUDIOS, Marina Del Rey, CA

2011 - 2011

Website Developer, the Visioneer Group

- Resource Captures & Programming for the Paranormal Activity 3 trailer site
- Created device agnostic trailer site not utilizing Flash technology

EDUCATION

Long Beach City College, Long Beach, CA

Associate Of Arts, Computer Business Information Systems

Software Engineering, California State University Dominguez Hills, Dominguez Hills, CA

Coursework towards Bachelor of Science, Software Engineering

TECHNICAL SKILLS

Languages C, C++, C#, VB.NET, JavaScript, Java, Python, BASH, Perl, QML

Tool-chains STL, Qt, Visual Studio, CMake, GDB, GTest, GMock

Web Technologies .NET, WebAssembly, ASP.NET, jQuery, CSS 3, HTML5, REST, gRPC, Angular

Platforms Linux, Windows, UNIX

Misc Jira, Git, SVN, Scrum, SLDC, Docker, Agile, Jenkins