

Aneel Nazareth

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Objective

I'm not currently looking for work, however, if I were, I'd be looking for...
Short or medium-term contract Software Engineering projects or a full-time position in Software Engineering in a small, exciting company in the city of San Francisco.

Skills

Languages: Perl, Java, C, SQL, HTML
Databases: Oracle, Postgres, SQLite, MySQL using Perl DBI and JDBC
Servers: Apache, mod_perl, ATG Dynamo, Resin
System Administration: Setup of Linux servers, Networking, Troubleshooting

Education

Massachusetts Institute of Technology

Bachelor of Science degree in Mathematics with Computer Science, June 1998. Coursework included Algorithms, Artificial Intelligence, Computer Architectures, Discrete Mathematics, Abstract Algebra, and Probability Theory. GPA: 4.9/5.0.

Experience

AtomShockwave, November 2005-Present

Working on multiplayer game server software.

Consulting, August 2004-November 2005

Short and medium-term contract and personal projects developing and deploying database-backed web sites in Perl/Class::DBI, Java/JDBC, and PHP. Designed and implemented a multi-tiered permissions model for a nationwide get-out-the-vote system for Blue State Digital. Worked on a web application designed to aid collaboration on small projects for Squid Labs. Created a deployment plan, set up and administered servers to run that web application. Created websites to organize my photo collection, plan a four-person trip to South America, and host a travelogue of my experiences there.

AOL Streaming Operations West, San Francisco CA, January 2002-February 2004

Supported the Internet's most popular streaming music services, serving more than 120,000 concurrent listeners with over 10 Gb/s of traffic. Programmed extensively in Perl to create tools for monitoring and administration of large-scale streaming operations. Analyzed traffic patterns and advised architecture decisions for maintenance and future development of music streaming services. Managed a cluster of more than 1000 streaming media servers, web application servers, content storage servers, and related network infrastructure. Diagnosed networking, hardware and software problems. Coordinated recovery efforts during site problems. Served in the on-call rotation.

Xigo, San Francisco CA, January 2001-May 2001

Defined XML interfaces for output from an intelligent agent system that monitors stock market information. Created tools to write, verify and process XML using the ATG Dynamo application server and XSL stylesheets. Developed a toolkit of Java Servlets and Java Server Pages to facilitate the use of the Xigo XML service by companies wishing to customize the display and delivery of automated alerts.

Spinner, San Francisco CA, June 1999-October 2000

Developed server-side software, making extensive use of Java, ATG Dynamo, Perl, XML, XSL, and SQL. Actively developed site architecture and dynamic functionality for the Spinner and Winamp websites to provide both personalized information and music (streaming and downloadable). Designed and built software to interface with RealServer 7, Oracle, and the Spinner client. Created and maintained tools for site management and monitoring.

Banta Integrated Media, Cambridge MA, July 1998-May 1999

Worked on a distributed system for content and asset management written in Java. Created an XSL processor for automated server-side styling of XML data. Helped create a web interface to the content management system. Wrote Java Servlets for use with the Sun Java Web Server. Worked as part of a team responsible for making the transition from an object database back-end to a relational database back-end using Oracle 8, PL/SQL and JDBC.

Chromatic Research, Sunnyvale CA, May 1997-August 1997

Designed and implemented various algorithms using the MPact Media Processor to manipulate textures stored in a variety of formats. Wrote specialized routines in MPact Media Processor Assembly Language. Modified DirectDraw and Direct3D testing applications to handle new texture formats. Modified custom Windows 95 drivers to test texture code.

MIT Campus Wide Information Systems, Cambridge MA, May 1996-May 1997

Engineered and implemented a CGI based map of the MIT Campus, maintained the official MIT web pages, and wrote

scripts to facilitate the use of the Web by MIT faculty.

MIT Media Lab, Cambridge MA, September 1995-January 1996

Implemented a collaborative art project that allowed inexperienced users to modify and upload images to a web server.