

Graeme Elliott

779 Manning Avenue,
Toronto, ON, M6G 2W7

(416) 524-2113 (cell)
graeme_elliott@rogers.com

Objective: Seeking a challenging position as a Software Developer in a setting where I can use my strong software development skills and experience and excellent oral and written communication skills.

Qualifications: 14 years continuous experience as a C++/COM/ATL programmer; credited as designated inventor on patent awarded for using storyboard concept in commercial video-editing software; interested in lifetime education with a recent focus on accounting and economics; professional photographer, business-owner.

Experience:

**Roxio, a Division of Sonic Solutions Inc., Richmond Hill, ON
December 2004 – November 2007**

Senior Software Developer

- collaborated with video products team and other development teams that successfully delivered Roxio's flagship product, Easy Media Creator versions 8, 9, and 10 as suites of multimedia editing and CD/DVD burning applications
- designed and implemented major and minor revisions of various components of the VideoWave application for inclusion in suites and as a stand-alone product
- designed, in concert with product management and user interface (UI) design team, UI elements and implemented functionality of a custom ActiveX control to expose a licensed third party audio component, SmartSound, developed by Sonic Desktop Software (www.smartsound.com); this control allowed a user to create/manipulate a SmartSound object and then pass the relevant information to our video production data structure for recreation of the SmartSound object as a filter in a DirectX graph
- coordinated the creation of PhotoMovieSDK, a project designed to allow OEM vendors to create stand-alone CD/DVD burning kiosks that would allow users to create slideshows burnt directly to disk from digital camera or memory card; this project collected several layers of in-house code, and was a collaborative effort with on-site developers and build team and off-site documentarist; project included coding and debugging tasks, helping documentarist with necessary interface and overview documents, overseeing creation of SDK installer, and initial testing and debugging of SDK installer and example application before handing off
- designed and implemented a custom ActiveX control to allow the user to select scenes from analyzed video for inclusion or exclusion in Cinemagic projects; this entailed processing the analysis data contained in an XML tree, and presenting the result to the user in a meaningful form
- collaborated with video products team and other internal teams to revise and adapt code on continuing basis to use up-to-date and emerging multimedia technologies and coding paradigms, from both in-house and external sources
- consulted across all departments and development teams regarding requirements and features,

for major and minor updates and revisions

- contributed to planning sessions for future work for new products with multi-year timeframes and phased implementations
- contributed to design and implementation brainstorming sessions
- contributed to process and documentation brainstorming sessions
- contributed to development *post-mortem* sessions, where we as a team met after each major development cycle to identify what went right, what went wrong, and where we could improve the design and development process
- worked on continuous basis with on-site Quality Assurance (QA) teams to develop test cases, to find and fix bugs, and to stabilize and improve code to provide a sound foundation for present and future projects
- worked with development and QA teams at company sites in China to review and advise on bug priorities and risks of fixes, and to review and advise on subsequent code changes

**Roxio Inc., Richmond Hill, ON
January 2002 - December 2004**

Senior Software Developer

- designed and implemented UI for a reusable audio waveform display, which allowed users to interact with a volume level envelope for the audio object, whether it was file based or (later) programmatically generated audio, viz. SmartSound
- implemented UI for audio editor, including simple and advanced pages to display equalizer settings and controls for trim functions and zooming in/out of the waveform view
- created XML-based text editor using standard HTML format tags, which allowed developers and content designers to view text effects on standard browsers, thus saving time and resources during the development stage, as other team members could proceed with the text engine before all the UI was available ; this text editor allowed for on-screen character-by-character formatting of text, a departure from the company's previous versions of text formatting, which was applied to an entire text object.
- created text-editor UI components as tabbed pages to allow user to set format parameters for on-screen text
- created XML editing components to allow other product teams to batch-process formatting for templated text elements, such as DVD menu text style templates
- designed and implemented facets of a wizard-based UI to allow users to easily create slideshow and movie productions (Slideshow and Cinemagic); assisted with design of XML templates to set a style for the output, created internal data structures for storing user's choices of video and audio and other selections made on the UI, maintained generator components that processed the user's choices and rendered those to a video production data container for previewing or burning
- designed and implemented major and minor revisions of VideoWave product as required by product management
- prototyped UI components to test for workflow deficiencies and allow for correction of design

before major code effort was expended

- created and maintained documentation of text-engine middle-layer interface with the UI layer above and the underlying presentation layer, comprising a DirectX filter graph

MGI Software Inc., Richmond Hill, ON

May 1996 - January 2002

Software Developer

- designed and implemented UI components for company's initial video product, VideoWave, a consumer-level video editing software package, mandated to be easy to use for beginners and powerful enough for advanced users
- served as team lead for VideoWave team
- designed and implemented earliest text and transition composition components and earliest audio-mixing components, using Microsoft Video For Windows (VFW) architecture and later migrating to Intel's RDX/RSX multimedia technologies
- saved significant time and development costs through code reuse by moving existing video-effects library into DirectX filters
- initiated development of VideoWave's earliest uses of MPEG file format, as an MPEG stream wrapped in an AVI file format
- collaborated with team creating first DVD authoring application; in this capacity developed all the UI and user's project management data structures based on Microsoft XML API for this initial offering, and worked extensively at the encoding level and the interface with the burning components
- designed and implemented catalogue services whence a user could select from pre-built transition and video effects, and store customized effects and store media files for quick usage; this initial groundwork was later developed by other teams into a full database implementation using Microsoft Access components
- developed initial interfaces for scene detection, allowing for automatic cataloguing of user video footage into scenes and shots
- implemented initial digital video (DV) capture/edit UI and low-level components, using DV /IEEE 1394 solution stacks developed by Adaptec, and later by Texas Instruments and Microsoft

Drastic Technologies, Downsview, ON

1993-1996

Software Developer

- designed and developed user interface (UI) for auxiliary applications to ship with the company's flagship product, a digital video recorder (DVR), a cutting edge project at that time
- worked with close supervision on driver and middle-layer software for DVR

Other Job Experience:

- worked as a general reporter for weekly and sports editor for bi-weekly community newspapers
- worked for a studio as a professional photographer, and later owned and operated a photography business for several years in Vancouver and other areas in B.C. Lower Mainland

Education:

University of Toronto - St. George Campus, Toronto, ON

1990-1993

Enrolled in studies towards a Computer Science Major, Astronomy Minor

Also served as Tutorial Assistant for first year computer science courses.

Simon Fraser University, Burnaby, BC

1970-75

Physics, Chemistry and Mathematics studies during layoffs from logging on the B.C. coast.

Professional Development:

- Java course offered on-site by employer, conducted by Seneca College
- C# course offered on-site by employer, conducted by Seneca College
- UML training offered by Embarcadero Technologies
- Continuing self-directed studies of C#, COM/ATL, C++, XML, UML and other technologies related to software development

Technical Skills:

Languages/Technologies: strong skills in C/C++, COM/ATL and XML, MFC, some Java and C#, some MySQL and php, traces of Perl and FORTRAN 77

Software: Microsoft Visual Studio IDE (all versions through to 2005) for development, Microsoft Visual Source Safe and Perforce for version control, Smart Bear Software's Code Reviewer for reviews, TechExcel's DevTrack for bug-tracking, some experience with Rational Rose for UML, familiar with Microsoft office software (Excel, Access, Project, Visio and Word) and OpenOffice office suite

Operating Systems: have developed code on Windows 3.1 through to Windows Vista, some Linux for personal projects.

Additional Information:

- excellent oral and written communication skills
- hobbies include gardening, photography, amateur astronomy, reading, and developing/maintaining my website (www.graemeelliott.ca) to stay abreast of Internet technologies

References available on request.