Danny Swarzman - Software Developer
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http://www.stowlake.com/

Design, documentation, programming, testing, support for applications, tools, process control, client and server.

Languages:

C++, Java, JavaScript, perl, php, Objective-C, forth, Logo, assembly

Targets:

Macintosh–Carbon and Cocoa(OS X), Palm OS, CGI, Browser

Development Environments:

CodeWarrior, Xcode, unix shell

Experience

Modified calendar program for web deployment in **php**. *StreamCapture, LLC, 5/05*

Debugged problems in **php** code for a web site. *HiTek Internet 2/05*

Developed user interface for file transfer program. Coded in **Objective-C** using **Xcode** and Interface Builder. *Heavy Mail, 12/04*

Made revisions in web site and technical papers about group dynamics in online sessions. I rendered academic writing into something ordinary people understand. Work involved coding in **JavaScript**, **HTML** and **perl**. *Learning By Doing, 3/04-2/05*

Developed a drawing applet. With this **Java** program a student can make a drawing in a web page and save it to the server. There is **cgi** code in **per**l and **C++**. The project was developed and tested on **Mac OS X**. The target platform is another unix system running an Apache server. *Learning By Doing, 10-12/03*

Developed Macintosh **OS X** system preference pane for PowerMate, a USB control knob. Coded in **Objective-C** for **Cocoa**. *Griffin Technology, 7-10/03*

Wrote documentation for a program to create interactive maps from geographic data. *GeoFlash Systems Corporation 4/03*

AppleScripts to create and reformat HTML documents. *Pipsqueak Productions, 4/03*

Developed the JNI code to invoke the Java Virtual Machine **Java** from a **C++** application and Java code to access Verisign's Payflow facility. *Bird Tree Associates, 3-4/03*

Magazine article "Tic Tac Palm 2" guiding readers through the handling of data in **Palm OS**. *MacTech magazine, 1/03*

Enhanced and updated a **C++ Macintosh** application to control medical research application. Application includes graphics, control of equipment and data acquisition. *Smith-Kettlewell Eye Research Institute, 7/01-6/02.*

Magazine article “Tic Tac Palm” introducing readers developers to programming for the **PalmOS**. Published in *MacTech magazine, 4/02*.

Developed **Macintosh** conduit for **PalmOS**. Developed **Macintosh** ports for Windows applications in **C++** and **Java**. *ShadeTree Inc. 6/00-2/01.*

Wrote article “Solitaire in **JavaScript**”, aimed at experienced programmers as an introduction to JavaScript. Published in *MacTech magazine, 6/00.*

Coded extensions in **Java** to **Lasso** for 'shopping cart' web site. *Imacination, 8/99-2/00.*

Magazine article "A Bundle of **Java**". Describes how a Java application can be set up to run as a Macintosh application. Explains what you need to do to make the application appear with its icon in the finder and support the usual Macintosh menu commands. *MacTech magazine, 6/99.*

Magazine article "Putting **Java** under **PowerPlant**". Describes how to build an application incorporating code in Java and **C++** using **MacOS** Runtime for Java. MacTech magazine, 9/97.

Debugged internet communications code for multi-person network games. **MacOS** using **OpenTransport** *Activision. 8/97-9/97.*

Designed client/server network shared drawing application. **MacOS**, **PowerPlant**. *Bird Tree Associates, 10/96-2/97.*

Developed paint programs for children on **MacOS**. These are part of mathematics learning applications published by McGraw Hill, Math Van and Math Van Jr. *Bird Tree Associates, 8/95-7/96.*

Developed scripts for shopping cart internet site. Programs in **perl** interpret template files that dynamically generate HTML. *Stow Lake Software, 1/95-3/95.*

Control of laser disc player for classroom application on **Macintosh**, Concepts of Biology *Arnowitz Studios 5/94-6/94.*

Wrote demonstration programs and proposals for 3DO game titles. **C++** for **3DO** game machine. *Stow Lake Software, 7/93-1/95.*

Quality assurance programs to test data communications using **MPW** on **Macintosh**. *Mobile Digital, 3/93-5/93.*

Wrote magazine article "Writing a jGNE filter". Using **C** and **assembler** on **Macintosh** *THINKin' CaP, 2/93.*

Added features to monitor control panels. Using **C** and **assembler** on **Macintosh** *Alysis Software, 12/92-1/93.*

Developed program to control custom milling machine. **Think C** on **Macintosh**. Models *and Prototypes, 12/92-1/93.*

Programmed painting program for children. **MacApp** and **MPW**, **C++** on **Macintosh** *Brøderbund Software, 5/92-11/92.*

Modified milling machine control program. **Think C** on **Macintosh** *Apple Computer, 6/91-10/91.*

Designed a device to connect digital instruments to LocalTalk. **6502 Assembler**, embedded processor, **Macintosh.** *Aaps Corporation, 1/91-4/91.*

Developed program and hardware to control audiology experiments. **Think C** on **Macintosh**. *Stanford University Medical Center, 11/89-5/92.*

Set up email on several midrange and mainframe systems. Wrote email software for **Control Data Cyber** computers. Represented the university for **NetNorth**, **Bitnet**. *Concordia University, Montreal, 5/85-11/88.*

Wrote articles in French about **Forth** and **Logo** computer languages. Published in *Micro Mag, 12/84, 2/85.*

Developed video game based on simulated gravity running on custom video card for **Apple II** in **6502 Assembler** and **Forth**. *Logo Computer Systems, Inc., 11/83-11/84.*

Developed software to gather data from remote embedded processors in multitasking Data General RDOS system in **Fortran**. *Automatec, Montreal, 3/81-7/81.*

Tested, installed and maintained code to control conveyors in a large postal facility in Montreal using Macro-11 assembly language for PDP-11 computers. *Canadian Post Office, 7/78-2/81.*

Wrote code to control conveyor systems in a large postal facility in Montreal in assembly language for PDP-11 computers. *Ruscom Logics, Toronto, 6/75-9/76.*

As a research assistant for the computer science department, designed an interactive assembler/debugger for **Control Data 3100**. Developed interactive code to control a light pen, coded an adaptive boolean learning network (similar to what is now known as a neural net). **Fortran**, **Algol**, **assembler** for all Control Data computers. *Université de Montréal, département d'informatique, 2/68-9/70, 9/73-6/75.*

Developed software to control hybrid image processing machine for map production (Orthophoto™). **Assembler** for Data General computer. *Hobrough Ltd., Vancouver,* 1/72-1/73.

Other Activities

Ogranizer in and past president of the San Francisco Go Club.

Studies

Courses in computer science including circuit logic, language theory, automata, and data structures at l'Université de Montréal and Concordia University. Before working with computers, studied philosophy for three years.