

Waleed Mebane

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Software Developer with 8 years experience in the Computer Technology field

Professional Skills Summary

Strong communication skills: interacts well with customers, clients, and team members, and works well both as part of a team and individually

Problem-solver: creative, detail-oriented, able to leverage a wide array of skills to solve problems

Dynamic, quick learner: flexible, absorbs and retains new information quickly and learns new technologies with ease

Computer Skills Summary

Programming Languages: C/C++, Java, Visual Basic, x86 Assembler, Prolog

Platforms: Windows, Linux, BSDI, Solaris, Darwin/Mac OS X, cross-platform development

Network Programming: Berkeley Sockets, Winsock, Java.net

Web Programming: HTML, CSS, JavaScript, CGI, PHP

Database: MySQL, FileMaker 6/7/8

Experience

July 2004 – August 2006 FineLine Barcode Technologies, Inc., Norcross, GA

Software Developer. *Responsible for developing and maintaining barcode software, ordering websites, and order processing software system. Worked 6 months as a consultant; then was offered a full-time position with the company.*

Project Manager. *Responsible for managing IT team re-designing order entry system, including substantial development work.*

- Maintained and developed existing cross-platform, Windows and Mac OS 9/X, barcode creation software in C++
- Maintained and developed existing Digital Verification Tool (DVT), barcode scanning and verification plug-ins for Adobe Illustrator and Acrobat, in C++
- As part of development and management team, developed an order entry system, fully integrating it with print scheduling, with printing (through ODBC), with accounting, and with quality assurance systems
- Maintained and further developed print scheduling and quality assurance database applications
- As part of development and management team, developed a custom e-commerce website, integrating it with our printing and accounting systems
- Learned PHP and implemented a second custom website in less than a week, using the first as a guide, allowing us to show it to the client, on short notice

Aug 2000 – May 2004 VizMotion, Inc., Atlanta, GA

Software Engineer. *Responsible for developing and maintaining the VizSync line of cross-platform Palm conduits for Windows and Mac OS.*

Consultant. *Worked on-site at Freshwater Software and at Leave a Little Room foundation. Acted as a part-time System/Network Administrator at VizMotion's offices.*

- Developed a shared library, using OLE Automation (COM), C++, and Visual Basic, which allowed VizSync to be ported for use with ACT databases
- Maintained and developed existing VizSync conduits for synchronization of Palm databases with FileMaker databases, using C++, for Mac OS 9, OS X, and Windows
- Developed a TCP server plug-in for communication between VizSync and FileMaker stand-alone solutions
- Developed test plans, performed release candidate testing, kept track of and fixed bugs, and handled phone and email support for VizSync software

Leave a Little Room Foundation, Broomfield, CO (as VizMotion Consultant)

Network and System Administrator. Responsible for configuring co-located web and e-commerce server, providing web usage reports, recommending network hardware for two locations, wiring networks, providing computer application support for users in the office and at the warehouse.

Freshwater Software, Boulder, CO (as VizMotion Consultant)

Network Operations Center and Technical Support. Responsible for telephone and email support for SiteScope network monitoring software, and, in the Network Operations Center, for the SiteSeer network monitoring service.

- Because of learning the software so quickly on a two day assignment, was invited back the following week, and in each following month for a full year, to help with their growing support workloads

Mar 2000 - Nov 2000 Fun-World 2 LLC, Green Bay, WI

Software Developer/Consultant. Responsible for designing and implementing software for Windows and Linux to create a web-based subscription service for internet game play.

- Completely designed and implemented the web 'game lobby' back-end and reference web pages, using HTML, Javascript, and CGI (with C and with the Unix, m4, macro processor for templates)
- Developed a chat applet in Java and a chat server in C for Linux
- Developed a game server manager in C for Linux, which limited game server access to subscribers with valid usernames and passwords
- Developed a game client launcher in Java to launch the game clients on users' computers and connect them to the correct game servers
- Configured the Apache web server and the internet firewall
- Configured networks, including providing assistance with DHCP, DNS, and Remote Access Server (RAS) configurations

Aug 1998 - Feb 2000 Technologic/eSoft, Inc., Norcross, GA

Support Engineer. Responsible for telephone technical support for internet firewalls manufactured by the company, and for compiling reports for customers subscribing to premium service. Assisted software development team with testing and development, when needed.

- Supported customers installing firewall and internet gateway appliances, including security policy setup, DNS, DHCP, and SMTP configuration, inter-departmental and multi-office routing, and VPN setup, often providing assistance configuring third party devices
- Temporarily joined the software development team to develop a secure web publishing service, by modifying open source ftp and web servers, using C for BSDI Unix

Education

Bachelor of Science, Computer Science
University of Texas at Dallas, 1998
Richardson, Texas

Texas Academy of Math and Science
University of North Texas, 1993
Denton, Texas

Professional Affiliation

Association for Computing Machinery (1995-present)