



# Lincoln Ritter

Software Engineer

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## Summary

I am a highly creative software engineer who thrives on innovation and who excels at problem solving, team work, and the application of new and existing technologies to challenging problems. I seek to leverage these skills to make a positive impact on those around me.

## Experience

### **Software Architect, TalentSpring Inc.; Seattle, WA — 2007-Present**

### **Software Engineer, TalentSpring Inc.; Seattle, WA — 2006-2007**

At TalentSpring I lead the effort to build a scalable, web-based recruiting/resume service using Ruby on Rails, AJAX, and cloud-based services (S3, EC2). Some of my accomplishments include:

- I coordinated a development team spanning three continents, comprised of programmers, graphic designers, and marketers through several major revisions.
- I put in place a rapid development and release process enabling high-quality and timely deployment of new features and bug fixes.
- I developed and implemented innovative vertical search functionality leading to highly streamlined user experience with very positive user feedback.

### **Research Intern, Microsoft Research; Seattle, WA — 2005**

I invented new digital painting tools that empower artists by giving them an easy method to extend their palette of virtual paints and effects using the

### **Research Assistant, UW Dept. Comp. Sci.; Seattle, WA — 2003-2006**

I pioneered new computational tools for artists and visual analytics including "texture painting" tools and a system for generating cutaway visualizations of complex three-dimensional objects.

### **Teaching Assistant/Teaching Lead, UW Dept. Comp. Sci.; Seattle, WA — 2003-2006**

I lectured and developed curricula for introductory, programming languages, and software engineering courses. I also served as a teaching lead, coordinating up to 10 other TAs.



## Education

**MS Computer Science and Engineering** — University of Washington, Seattle, WA, 2006

**BA Computer Science** — Oberlin College, Oberlin, OH, 2003

## Skills

**Technologies and Methodologies:** Object Oriented Design and Design Patterns (MVC, Strategy, Visitor, etc), Scalable Web Architectures, Test-driven Development, Revision Control, Ruby/Rails, AJAX/Javascript, Java, C#, C/C++, PHP, Python, Scheme, SQL

**Managerial and Interpersonal:** I am a highly motivated, problem solver, individually and in a team environment. I seek to create the conditions wherein members of my team are fulfilled in their work by achieving their goals and improving their skills. I am very good at coming up to speed in new areas. I strive for quality in all that I do and pursue this goal with passion.

## Honors and Publications

**Interactive Cutaway Visualizations of Complex 3D Models.** Wilmot Li, Lincoln Ritter, Maneesh Agrawala, Brian Curless, David Salesin. SIGGRAPH 2007, August 2007.

**Painting with Texture.** Lincoln Ritter, Wilmot Li, Maneesh Agrawala, Brian Curless, David Salesin. Proceedings of the 17th Eurographics Symposium on Rendering, 2006.

**Phi Beta Kappa** — 2002

**High Honors in Computer Science** — 2003

## Selected Projects

### Loud Networks

As part of a three-person team, I developed an entire wireless networking quasi-circuit-switched protocol stack (from physical to application layers) based on sound.

### Video Processing with Custom Hardware

A collaborator and I developed custom video processing hardware on Xilinx FPGAs for security applications. We employed several novel strategies to enable simple processing of full-motion video in a memory-poor environment.

## References

References will be made available upon request.