

**RESUME OF GLENN W. ROBNETT, JR.**

07mar2007

Email: [glenn@robnett.com](mailto:glenn@robnett.com) Website: [www.robnett.com](http://www.robnett.com)**SKILLS**

Computer Engineer: PC and embedded systems software and hardware architect. Applications level experience in RF Processing, Image Processing, Graphics, Digital Telephony (ISDN), RADAR, debit/credit card transactions and encryption, client/server networking (TCP/IP) using WinSock, WinInet and MFC APIs. Very strong electronic systems, software and hardware (PC, VME and proprietary) background. Programming in C/C++ on the following systems: PC/Win98-WinNT-Win2K-WinME-WinXP using Win32 and MFC, PC/DOS, PC/SCO-UNIX, Sun/SunOS, Sun/Solaris and VAX/VMS. Real time multiprocessing/multithreaded applications on the following RTOSs: VxWorks, VRTX, RTXC and pSOS. Familiarity with Visual SourceSafe, MKS and SCCS source code control systems. Visual C++, Visual Basic, VBA, Install Shield, Visio, Access and DBASE programming. Z80, 8080, 80286, i960, 6800, 68000, 68040, 68332, 1750, ARM and NS32532 microprocessor hardware and/or assembly language programming. Circuit design using FAST, CMOS, ALS, LS, and TTL integrated circuit technologies. Management of technical personnel and outside contracts. Web and graphics design using Apache, IIS, Dreamweaver, HTML, CSS, JavaScript, PHP, MySQL, Photoshop, ImageReady and Illustrator. Familiarity with ASP.NET, Visual Studio .Net, SqlServer, Enterprise Manager, eCommerce and search engine optimization.

**EXPERIENCE**

- 2005-2007 WebTechworks** **Orange County, CA**  
Independent Contractor responsible for the design, development and hosting of various web sites in LAMP, WAMP and WIMP environments. Responsibilities include graphics design, programming and database design (Tiers 1, 2 and 3) as well as installation, integration and customization of various "open source" applications, frameworks and content management systems. Server administrator for Unix/Apache (SSH, FTP, cPanel Plesk), Windows/Apache and Windows/IIS platforms. Technologies and tools used include Photoshop, ImageReady, Illustrator, Dreamweaver, Programmers Notepad, Zend Platform and IDE, XHTML (hand-code), CSS, JavaScript, Flash, PHP (serial and OOP), MySQL, MySQL GUI Tools, phpMyAdmin, DBDesigner and Visio.
- 2005 OLEUMTECH, CORP.** **Irvine, CA**  
Senior Software Engineer responsible for the design and development of an RF frequency allocator software tool. The software development environment was VBA using the Microsoft Visual Basic Editor.
- 1999-2004 EVOLVE COMMUNICATIONS, INC.** **Tustin, CA**  
Senior Software Engineer responsible for the design and development of synchronization software for the entire product line of remote control devices. Developed software in both the PC and the remote that transfers files between Internet servers and the remote control (attached to the PC via RS232 and USB). The software development environment was Microsoft Visual C++ and VxWorks. Also designed and developed manufacturing software that programs, tests and verifies the remote control hardware in the production assembly line. The software development environment was Microsoft Visual C++, VxWorks and Arm Project Manager.
- 1998-1999 ORTEL, CORP.** **Alhambra, CA**  
Software Contractor responsible for the design and development of real-time application level software for a fiber optic video transmitter. The software development environment was Windows NT/SDS. Also responsible for the design and development of auxiliary utilities using Windows NT/Visual C++ and Windows NT/Visual Basic.
- 1996-1998 INTERGAME, INC.** **Irvine, CA**  
Software Contractor responsible for porting multithreaded application (game-server) software from OS2 Warp to SCO UNIX/i386 and NT/Pentium platforms. Designed and developed software libraries for use across multiple hardware and software platforms. The software development environment was Windows NT/Microsoft C++, SCO UNIX/GNU C, and SCO UNIX/native C++. Also ported GNU C and various GNU utilities to a SCO UNIX/i386 platform.

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- 1996-1998** **CONCEPT DEVELOPMENT, INC.** **Irvine, CA**  
Several short term projects. Software Contractor responsible for porting the VxWorks real time operating system to proprietary hardware based on the i960 CPU and installed on a PCI bus card. Designed and coded drivers and application software for a proprietary image processing ASIC device. The software development environment was Windows NT, Tornado and GNU C.
- 1996** **PACESETTER, INC.** **Sylmar, CA**  
Software Contractor responsible for the design, development, and integration of a printer manager for proprietary hardware based on the i386 CPU and running under VxWorks. The software development environment was Windows NT, Tornado and GNU C.
- 1995** **DATA GENERAL CORP.** **Irvine, CA**  
Software Contractor responsible for a UNIX to NT port of a real-time network file server. Designed and developed client and server software at the UNIX and NT socket level. The software development environment was Windows NT/Microsoft C++.
- 1994-1996** **MATSUSHITA AVIONICS DEVELOPMENT CORP.** **Irvine, CA**  
Software Contractor responsible for the design, development, and integration of real-time embedded digital telephone communications software into an aircraft entertainment system. Designed client and server application software, using ISDN, RPC (TCP/IP) and running on VxWorks/68K. The software development environment was SUNOS/GNU C.
- 1993-1994** **GENERAL MICRO SYSTEMS CORP.** **Rancho Cucamonga, CA**  
Software Development Manager responsible for the design, development and integration of Solaris, VxWorks, VRTX, pSOS, PDOS, and OS9 board support packages across the entire product line of VME CPU boards (68XXX and SPARC). Responsibilities included C and assembly language programming, management of a staff of software engineers and contractors, customer support, and network administration (SUN, BBS, and Internet access).
- 1990-1992** **McDONNELL DOUGLAS CORP.** **Santa Ana, CA**  
Engineer Scientist Specialist responsible for the design, development and integration of a video tracker into a sighting and surveillance system. Responsibilities included real-time computer architecture design, graphics, video and image processing software design. Assisted in generating system specifications, statements of work, designs, and proposals for new image processing systems.
- 1986-1990** **HUGHES AIRCRAFT CO.** **Long Beach, CA**  
Responsible Engineering Authority for the design, development, and integration of several embedded computers into a ground based radar system. Responsibilities included system requirements and ELINT analysis, preparation of system specifications and statements of work, real-time computer architecture design, software and circuit design, customer presentations and generating proposals for new radar systems.
- 1983-1985** **McDONNELL DOUGLAS CORP.** **St. Louis, MO**  
Electronics Design Engineer responsible for the redesign and integration of a RF target generator. The digital electronics contained seven CPU boards in a multiprocessing configuration. Also designed and integrated a 1553 bus interface module with a 1750 computer.
- 1983** **McDONNELL DOUGLAS CORP.** **St. Louis, MO**  
Associate Engineer responsible for design and integration of ground support satellite laser communication electronic equipment. System and circuit level analog/digital electronics in a clean room environment.
- EDUCATION**
- 1982** **UNIVERSITY OF MISSOURI** **Columbia, MO**  
BSEE, Dean's List honoree.

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**PERSONAL**

Very highly motivated, entrepreneurial go-getter. Highly organized, self-starter, good strategist, excellent communicator, strong work ethic. Ability to quickly grasp new concepts. Work well independently or on a team. Can deal with client needs directly.

**Hobbies and Interests:**

- Digital Photography
- Digital Multimedia (3D Studio Max, Flash, Pinnacle Studio, Nero)
- Encryption

PGP RSA Public Key ID 0x57A6D7F2 available on all public key servers.