

Scott E. Boone

OBJECTIVE

I am seeking either a leadership position with an engineering team at a growing company or a collaborative engineering position with a small team. It is important to me to work with bright individuals who enjoy taking on hard problems. I want to work for a company that is interested in making positive social change.

SUMMARY

I am an engineer and product manager. I have held leadership positions in multi-million dollar commercial and government product teams in research, development, integration, and maintenance efforts.

My ideal leadership role is one where I act as a bridge between senior management, clients, stakeholders, and my product team. I excel at understanding senior management needs, setting expectations, and communicating technical and programmatic realities to enable management to make informed decisions. I have been a direct report to CEOs and military program managers, I've cat-herded large contentious cross-organizational working groups, and I've been responsible for setting priorities for and managing large engineering teams.

My technical background is networks and distributed computing, and I offer an end-to-end systems perspective with which I frame and solve problems. I have hands-on experience with every stage of the product lifecycle, with an emphasis on prototyping, systems engineering, and integration. I've developed adapters to integrate a Fortune 500 retailer's website with their fulfillment system, I was a primary author for a \$20 billion government program's risk management plan, and I've spent a fair share of hours in phone closets wrangling switches.

I have substantial experience with the research and development of distributed systems. This has included test bed performance and feasibility analysis of experimental network protocols, proofs of concept for application integration for retailers and media, and a prototype of a wireless communication protocol for an embedded device to control a mobile phone.

EMPLOYMENT EXPERIENCE

Monstrous, Austin, TX (February 2011 – April 2013; remained until company ran out of funding)

Platform Director, Soniverse Engine

- Product manager for the Monstrous web game backend and related properties. Set priorities for and led a small geographically dispersed creative and engineering team. Implemented and mastered a continually improving Kanban process for the product team.
- Acted as release engineer for heroku deployments, led quality assurance, and managed git bug tracking.
- Prototyped realtime audio analysis engine in Python and a custom Bluetooth iOS game controller.
- Lead author for corporate engineering white papers, as well as design documents and specifications.
- Supported numerous sales calls and investor briefs as a direct report to the CEO.

The Aerospace Corporation, El Segundo, CA (September 2003 – November 2011)

Project Leader – Advanced Concepts Group Networking/Ground (1 year; remained until I moved to Austin)

- Engineering oversight of contractor team architecting network and ground station component improvements for the AEHF satellite communication system.
- Developed system architecture and design trade recommendations for DoD space communication networks for the 2012-2030 timeframe.

Project Leader – TSAT Network Mobility and TSAT Prototype Network (33 months; program cancelled)

- Programmatic oversight of a 60-person contractor team developing an IPv6 network test bed. Primary point of contact between the DoD TMOS program manager (a Colonel-equivalent in charge of a \$2b program) and senior Lockheed leadership for this and other network design efforts. Led meetings to develop buy-in from external organizations, and to facilitate collaborative experiments between this team and geographically disparate military research test beds. Engineering oversight of plans and experiments.
- Led an independent review of the system risk reduction plan for the entire \$20b TSAT program, which led to major changes in requirements, architecture, and the details of and priority of planned trade studies and other risk burn down plans. Coordinated with system engineering working groups across the program to implement the new risk plan. Received "FFRDC Employee of the Year" award for this effort (out of a pool of several hundred possible candidates) based on the overall positive impact to the program.

- Developed and delivered course modules and presentations on TSAT and space networking for the Ground Systems Architecture Workshop and the AIAA Space conferences.

Sr. Member of the Technical Staff (14 months); *Project Engineer* (25 months)

- Led 30 member working group made up of military, contractor, and other stakeholders to define network architecture, requirements, and interfaces for TSAT network architecture components including network availability, reliability, mobility, performance and IPv6 addressing. Editor and lead author of several technical white papers that resulted in substantial requirement and interface specification improvements. Represented this working group to program office system engineering working groups, and also represented the program office to network working groups for several other DoD network programs.
- Principal Investigator for a corporate research initiative on problems in space networking. Set priorities for research, oversaw researcher progress, gave incremental outcome briefs to senior management.

Agari Mediaware, Santa Monica, CA (April 2002 – June 2003)

Senior Software Engineer (14 months; remained until company went bankrupt)

- Designed, implemented, and tested components of a Java JMS-based middleware platform for application integration for media broadcasters (HBO and Showtime were our major clients). Product design based on design patterns and my team utilized pair programming and agile methodology.
- Developed a performance test bed to evaluate product performance using different JMS providers including Weblogic, WebSphere, and JBoss. Test results led to significant performance improvements.
- Sales engineering support at NAB and as a technical point of contact for prospective partners.

Vidyah, Los Angeles, CA (January 2001 – April 2002)

Software Architect (15 months; remained until company enacted major pay cuts)

- Product manager for the AdvanceOnline Learning Management System that my company shepherded while our key investor was looking for a buyer. Oversaw our small production team as they developed new course content. Main point of contact for the site's clients for contractual, billing, technical, and operational issues. Lead engineer for buyer until they hired an internal engineering team.
- Implemented chat client and backend administration tools for the Vidyah video publishing tool.
- Sales engineering for prospective clients, including requirement analysis to generate cost estimates.

iXL, Los Angeles, CA (February 2000 – January 2001)

System Architect (11 months; remained until LA office closed)

- Technical lead for professional service engagements for Fortune 500 clients including Hot Topic, Frito Lay, and Hallmark. Software architecture, requirement analysis, and solution recommendations for several e-commerce and auction websites.
- Sales and business development support at pitch meetings and by producing cost estimates.

The Aerospace Corporation, El Segundo, CA (June 1997 – February 2000)

Member of the Technical Staff (8 months)

- Technical lead to develop a working demonstration of the use of autonomous mobile agents to discover and fuse collection data from disparate sources.
- Produced analysis of high-speed network deployments at international government sites, and provided on-site technical oversight of contractor activities at those facilities.
- Gave classes and introductory briefings on TCP and ATM to government and corporate seniors.
- Made a platinum beta tester by Sun Microsystems to stress test Solaris 8 network performance.

Associate Member of the Technical Staff (2 yrs)

- Developed a satellite link delay/jitter/loss emulator. Using this, debugged Solaris TCP kernel performance issues and generated recommendations to Sun and to the government that resulted in a 260% improvement in utilization of network capacity for a government program. Lockheed Martin purchased this tool from my company.
- Assisted in architecture and deployment of Aerospace corporate network improvements. Gave courses to company IT team with regard to the use and configuration of their new infrastructure.
- Developed the server for a distributed weather visualization tool.

Harvey Mudd College, Claremont, CA (Summer 1996)

Research Fellow

- Implemented a multi-vendor ATM LAN at Harvey Mudd as well as a segment of the CalREN ATM WAN, a multi-institution high-speed long distance network test bed in Southern California.

INDEPENDENT CONSULTING

Datapipe, Austin, TX (July 2011 – December 2012)

- Created a custom OSX login screen that integrates with an open source RADIUS authentication client; developed upgrades as new revs of OSX came out.

Bright Brains, Houston, TX (April 2002 – December 2003)

- Bugfixing and other technical support for the AdvanceOnline Learning Management System after my former company, Vidyah, had transitioned it to Bright Brains.

Hot Topic, City of Industry, CA (January 2001 – May 2001)

- Architecture and design for integration of the Hot Topic website with a backend fulfillment system. Responsible for the execution of the integration activity.

EDUCATION

Bachelor of Science in Computer Science, **Harvey Mudd College**, Claremont, CA (Class of 1997)

- Dean's List during last 3 semesters.
- Senior clinic project to distribute a scientific weather visualization tool across an ATM WAN.
- Major focus on network protocol design and operating systems. Independent study on data compression.
- Concentration (minor equivalent) in English Literature.

EXTRACURRICULAR

Buddhist Philosophy and Meditation, 8 weeks, Kopan Monastery, Nepal (2013)

Taiji and Qigong, 3 months, Wudang Traditional Martial Arts School, China (2012)

Certified Yoga Instructor, 300 hour level, Dharma Yoga, Austin, TX (2011)

Code Wizard for 3k.org (2009-2012)

BUZZWORDS

Programmatic: Kanban, Scrum, Waterfall, DoDAF, Risk Analysis, Requirement Analysis, System Architecture

Network: IPv6, TCP, MANET, multicast, QoS, ARSVP, DiffServ, DHCP-PD, OSPF, ATM, HAIPE, netsec, infosec

Distributed: cloud computing, SOA, REST, SOAP, JMS, RMI, RPC, mobile agent, message bus, backends

Code: Java, Python, C++, Objective C, Ruby, C, Factor, shell

Formats: XML, HTML, CSS

Tools: OSX, Solaris, FreeBSD, Linux, *nix, unix, git, cvs, ant, trello, heroku, aws, ec2, s3

OTHER

References available on request.

Inactive DoD SCI clearance.