

Michael Kramlich

Software Engineer

groglogic@gmail.com

Summary

NOTE: Much better info on my site: <http://Synisma.com>

I create software and help others to solve business problems involving complex, custom computer systems. I'm also an entrepreneur and investor in several small businesses that are trying to improve the world.

Programming experience in Python, ObjectiveC, Java, JavaScript, Unix shell scripting, C++ and C. Prefer high-level dynamic languages over low-level compiled, though have experience in both, and think we should pick the right tool for the job. I prefer smaller, simpler & more modular (but not overly abstract) solutions. Have created standalone/monolithic apps, client/server (mostly webapps and websites), and in one case, an embedded app. Created CLI tools and glue scripts, curses-based apps, native graphics apps, original games and homegrown game engines & frameworks (C & C++ w/early Borland Win16 API; C & C++ w/OpenGL on Linux; Java w/AWT & Swing; Python w/PyGame). There are 4 iPhone apps in the store that I programmed either by myself or as team lead. I'm the sole creator of DeadByZombie.com which has both a free demo and a paid premium version for download.

Sole architect & implementer of small-traffic websites, and a team contributor to the arch and op support of high-traffic travel industry websites (Orbitz, Cheaptickets). Experience with concurrency, monitoring, troubleshooting, performance testing, optimization, rapid prototyping & dev.

Programming since childhood, a self-taught natural. Professionally since '97.

Here are some terms that would most interest me in your project or company: Python, web.py, Django, Linux, Mac, Android, Apache, Nginx, memcached, Postgres, MongoDB, Redis, Linode, sqlite3, EC2/AWS, queues, event-driven, CLI, git, GitHub, distributed, KISS, DRY, games, simulations, web, embedded, Arduino, electronics, robots, remote, telecommute, virtual, Basecamp, casual, meritocratic, ROWE, equity, startup, small, spikes, sprints, agile, incremental dev, refactoring and prototyping.

Specialties

design and programming of software; websites & web apps; games; prototypes; startups; brainstorming; architecture; technical leadership

Experience

Me at Self-Employed

September 2008 - Present (2 years 10 months)

freelance contract software development and consulting

many projects for contract clients using wide variety of technology including:

Python, Java, Linux, web, iPhone, Flash, Mac, Windows, video

Founder, Owner at ZodLogic Games

June 2007 - September 2008 (1 year 4 months)

Founder & operator of small business that creates original computer games. Roles incl. tech. architect, game designer, writer & artist.

- * Created freemium access website incl. all content
- * Created 4 original games incl. a browser-based online game (Dead By Zombie) featuring an OO design, an original event engine, and an original AI framework, written in Python; w/rest in Flash: War Command, Adventureland, and GGGG
- * Site arch. is dist. HTTP w/mult. layers, load balancing, session-based server affinity & clustering, failover, caching and multiple worker procs
- * Automation of all site admin. and dev lifecycle tasks
- * Emphasis on DRY, KISS, refactoring and having 0 defects before adding new features
- * Aggressive breakout of gen. code into libs to max reuse
- * Python, Django, MySQL, SQL, Apache, mod_proxy, HTTP, Linux prod, Mac dev, CygWin, svn, git, sh scripting, PyGame, Flash, ActionScript, JavaScript, HTML, GraphViz, Gimp, Audacity, PayPal, AdWords

Senior Engineer at Orbitz.com

June 2005 - June 2007 (2 years 1 month)

- * member of the Operations Architecture team
- * the team was responsible for that part of the site's core frameworks and subsystems dealing with monitoring, logging, throttling and similar cross-cutting concerns (generally the code that provided the functionality or diagnostic/event data needed by Ops to manage the site's travel applications and services, regardless of horizontal or vertical layer.)
- * coding in Java, Python and shell scripting (some orig, some maint)
- * provided some expertise in threading/concurrency
- * provided troubleshooting, support and documentation
- * fixed bug in legacy mon. sys. causing incorrect metric totals
- * some Java+GDS development porting Cheapt. car func. to Orbitz platform
- * Spring, Ant, XML, XSL, StreamBase, AccuRev, Eclipse, Linux, JBoss, Bugzilla, JIRA, Confluence, LaTeX, JUnit, CVS, JMX, SNMP, Tangosol Coherence

Software Engineer at Cheaptickets

March 2003 - June 2005 (2 years 4 months)

- * applied expertise in threading, GC and JVM lifecycle/internals
 - * primary SW eng responsible for upgr. the site's legacy Java 1.3 codebase to 1.4. Key issues involved mostly diff. in JVM runtime characteristics, GC and threading and required me to do research, testing and support, and to give tech. recomm. and status to management.
 - * Java & shell scripting
 - * performance/load testing & analysis (LoadRunner, JMeter)
 - * fixed session caches
 - * fixed purchase event queues
 - * helped convert website to do XSL via DataPower XA35 appliance
 - * solved long-time flaw whereby all the prod app servers had to be restarted each night due to leak that would crash them otherwise; after my fix launched they could run the site without crashes or restarts for 2+ weeks at a time, enough to reach bi-weekly releases; key to fix was my discovery of undocumented behavior in Sun's threading runtime which caused memory+thread leakage. Fix est. to save \$200k/yr
 - * XML, ClearCase, Tomcat, Ethereal, Ant
- 1 recommendation available upon request*

Me at Self-Employed

October 2000 - March 2003 (2 years 6 months)

self-employed creating new computer games in C for Linux and Windows

- * gcc, OpenGL, GLUT, ncurses, lint, efence, valgrind

Java Developer/Engineer (Contractor) at Gilbarco / Marconi Commerce Systems

April 2000 - October 2000 (7 months)

contract Java development project for a next-generation gas pump model.

I wrote bridge/implementation for Keypad services, a Keypad simulator and test harness, and miscellaneous tools for the team including a JavaPOS diagnostics & compliance tool, and a JVM/JRE diagnostic tool called SysInfo.

Our project was featured in Scientific American magazine (a 2000 issue, not sure which month, but it had a two-page spread with a big illustration of the pump).

Java, Linux, JavaPOS, RMI, CORBA, OO, UML, Swing, Rational Rose, ClearCase, Kawa, VisualCafe, the Ice Java browser

Software Testing Support (Contractor) at AT&T @Home

July 1999 - October 1999 (4 months)

installed, configured and supported software for Y2K compliance testing

configuration and patching of Solaris

remote administration of Windows NT servers via SMS

wrote SQL queries and Oracle PL/SQL scripts

some Oracle database configuration

supporting AT&T's Y2K testers with my knowledge of the Interplex GUI application, xBOI and CCS (see previous job for explanations of these terms)

C++/Java Developer (Contractor) at TCI Cable / TCI.NET / AT&T @Home

October 1998 - July 1999 (10 months)

Java GUI development for the Interplex GUI call center application

C++ and Java CORBA/DCOM middleware/bridge development (the layer that sat between the Interplex GUI app and the CCS mainframe system provided by CSG Systems, on top of their API called xBOI)

Looking back, I appeared to be one of the elite few people who ever got code working running on top of the xBOI API. Because after I left TCI I was contacted by several people asking me to work on their systems which also needed to integrate with CSG's mainframe. They also begged me to come back to help with Y2K testing support, due to my domain knowledge, and I obliged.

C++, Java, CORBA, DCOM, 3270, xBOI, Visual C++ 5.0, UML, Toad, Java AWT & Swing, Solaris

Senior Web Developer at Digital Creators

September 1997 - September 1998 (1 year 1 month)

* contributed to the creation of web sites, web applications and multi-media CD-ROM's as a web developer and programmer

* designed & created a small Sybase SQL Anywhere database

* HTML, JavaScript, DynaScript, CGI, Perl, Java, shell scripting, a little Flash, a little Photoshop, ERWin, Sybase, IE, NN

Me at Self-Employed

November 1996 - September 1997 (11 months)

created original computer games in C++ for Windows, including a large project named Organism
Borland C++ 5.0, DJGPP

Tech Support Specialist at TeleTech

July 1996 - November 1996 (5 months)

provided technical support for AT&T WorldNet ISP, applying my knowledge of Windows 95 configuration/architecture, and the Internet

Me at Self-Employed

March 1995 - July 1996 (1 year 5 months)

created original computer games in C and C++ for Windows, including Valkyrie
Borland C/C++ 3.x & 5.0

Education

University of Colorado at Boulder

Physics, History, Economics, 1989 - 1991

Honors and Awards

- * offered a scholarship to Univ. of Illinois at Urbana/Champaign's Computer Science (CS) undergraduate program in '89; did not take it due to instead choosing Univ. of Colorado at Boulder.
- * won some online puzzle competitions in the early 90's.
- * won a Diplomacy championship in northern Colorado in early 90's. (This is for the game named Diplomacy, not the general practice of it, though the game is about a 50/50 split between chess-like strategy game mechanics and the application of real-life lower-case diplomacy.)

Interests

programming, software architecture, internet, game design, science fiction, history, economics, business, music, comedy

Michael Kramlich

Software Engineer

groglogic@gmail.com



1 person has recommended Michael

"Michael is an excellent engineer with experience in a wide variety of platforms and software languages. He is a self motivated individual who is capable of getting up to speed on new systems quickly and delivering quality code in a timely manner."

— **Peter Dutton**, *Senior Software Engineer, Cheap Tickets*, worked directly with Michael at Cheaptickets

Expertise

Computers and Software, Business Plans, Software Development

[Contact Michael on LinkedIn](#)