

**Matt Ryan**  
 Software Solutions Architect  
 (801) 798-1741

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| <b>Objective</b>                | Provide leadership, vision, and strong business sense in the delivery of software solutions to a growing, influential company.  |
| <b>Skills</b>                   | <p><b>Programming Languages</b> – C, C++, C#, Objective-C, Python, Java, PHP, Perl</p> <p><b>Application Types</b> – Linux/UNIX Systems, Windows, Distributed Architectures, Web Applications and Web Services, Database/Directory, Client/Server</p> <p><b>Methodologies</b>– Object-Oriented Development; Agile Development; Open Source</p>  |
| <b>General Experience</b>       | <ul style="list-style-type: none"> <li>- Disciplined software engineering, resulting in on-time delivery of high quality software solutions</li> <li>- Strong understanding of business and practical issues surrounding software development</li> <li>- Over three years experience in software business analysis and strategic planning</li> <li>- Over fifteen years software engineering experience, including web-based, client/server, and distributed applications</li> <li>- Over twelve years full software product lifecycle experience</li> </ul>  |
| <b>Achievements</b>             | <ul style="list-style-type: none"> <li>- Authored "Overview of GNU Autotools" which was published in Linux Developer Network e-zine</li> <li>- Proposed and helped form the "Eclipse on Linux" Eclipse Project</li> <li>- Proposed and led the delivery of Novell Forge, Novell's software project hosting site</li> <li>- Championed the migration of all Novell developer content to wiki, an industry first</li> <li>- Novell Star Award Winner</li> </ul>   |
| <b>Employment Experience</b>    | <p><b>Microsoft</b><br/> <i>Software Development Engineer, MDOP Solutions – July 2009 – Present</i></p> <p>I helped deliver a critical service pack for MED-V v1, and am currently working as a feature developer on several key features of MED-V v2, an upcoming release.</p> <hr/> <p><b>Mozy (An EMC Company)</b><br/> <i>Senior Software Engineer, Client Engineering – May 2008 – July 2009</i></p> <p>I was the development lead for the Mozy Windows client; I also delivered feature work on multiple Mozy Mac client releases and worked on a cross-platform client-side library.</p> <hr/> <p><b>Novell</b><br/> <i>Senior Software Engineer, SRM Engineering – Dec. 2006 – May 2008</i></p> <p>I delivered CIM-based services and components to manage physical and virtual server resources in data centers, and led the management console development team.</p> <p><i>Senior Software Engineer, Novell Developer Services – July 2002 – December 2006</i></p> <p>I worked to attract software developers to Novell technologies through strategic planning, key initiatives, and compelling developer content.</p> <p><i>Software Engineer II, Volera – February 2001 – November 2001</i></p> <p>I co-designed a distributed Linux server network application, and co-led a self-managing team to a successful delivery ahead of schedule, with a low defect count.</p> <p><i>Software Engineer II, digitalme – April 2000 – February 2001</i></p> <p>My team developed Internet identity-based applications using web-based technologies.</p> <hr/> <p><b>Enterasys Networks</b><br/> <i>Firmware Engineer III – January 2002-April 2002</i></p> <p>I designed and implemented an extensible remote authentication, authorization, and accounting library for TACACS+ protocol in 70% of the time allotted for the work.</p> <hr/> <p><b>IBM</b><br/> <i>Applications Integrator, IBM Global Services – April 1998-April 2000</i></p> <p>I designed and developed a database replication application for AIX using C++, DB2, and MQSeries, using an existing MVS/ESA systems application as a guideline.</p> <hr/> <p><b>Spillman Technologies</b><br/> <i>Software Engineer – June 1995-April 1998</i></p> <p>My team developed a law-enforcement database application for UNIX platforms.</p> |
| <b>Instructional Experience</b> | <p>Instructor, Introductory C++ – Denver Technical College, Winter 2000</p> <p>Lab Instructor, CS 1700 (C++) – Utah State University, Spring 1997</p>   |
| <b>Education</b>                | <p>Bachelor of Arts in Computer Science at Utah State University, 1997</p> <p>Academic Minor in Mathematics at Utah State University, 1997</p>  |