

# David Olsen

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## Experience

- Ongoing **Independent Technology Consultant** Hollister, CA
- Designed and developed software and application projects for a range of clients
  - Services delivered included IT design, development, installation, configuration maintenance and administration
- 2014-2015 **Software Engineer** Santa Monica, CA  
*Arborbridge*
- Developed the company's *Tutordock* platform to efficiently connect tutors and administrators and enhance quality of communication and tutoring
  - Built platform and systems on PostgreSQL, Django, Python, and Javascript hosted on Heroku and Amazon
- 2012-2013 **Lead Developer** Sunnyvale, CA  
*Ratchet Studio*
- Led design and development of iOS based, city building multiplayer 2d game
  - Utilized multiple technologies for game development including: Cocos2d, Objective-C, AFNetworking with PHP, and MySQL
- 2011-2013 **Founder** Hollister, CA  
*LinguaEarth*
- Led design and development of iOS based foreign language learning games
  - Coordinated activities of 3<sup>rd</sup> party programmers and graphic artists for game development
- 2009-2010 **Co-Founder** Seoul, South Korea; California  
*IPBA*
- Led software development and integration for a unique, web-based game and marketing platform that combined live streamed baseball games, real-time interactive gaming and social commerce
- 2005-2011 **Research Assistant** Santa Cruz, CA  
*University of California at Santa Cruz*
- Researched: Techniques for video game development, usage and testing to enhance foreign language acquisition; Techniques for the usage of Artificial Intelligence for computational humor creation
  - Led infrastructure projects to connect game engines to external programming environments
  - Served as teaching assistant for Software Engineering, Game Development, Social Responsibility and Entrepreneurship university courses
- 2000 **Senior Server Engineer** Sunnyvale, CA  
*eTurn*
- Created and modified build and deployment scripts for company website
  - Managed configuration, upgrading and administration of company application servers
  - Managed new software source control and releases
- 1998-2000 **Chief Technology Officer**

*ComAuction*

Dowagiac, MI

- Planned and developed company's B2B web auction platform using PL/SQL, Perl, and C
- Managed Engineering, Quality Assurance, and IT functions
- Maintained company's Unix and Oracle systems to meet 24/7 reliability requirements

#### 1998-2000 **Senior System Administrator**

*Locallink*

Dowagiac, MI

- Developed company website, system applications and scripts using Perl, C, sh, PHP and Java
- Developed, administered and maintained FreeBSD, Linux, Solaris and Windows systems to meet company's 24/7 reliability requirements

### **Education**

**University of California at Santa Cruz**, Santa Cruz, CA

PhD program, Computer Science

Research focus: Game based learning, Humor and AI

**University of California at Santa Cruz**, Santa Cruz, CA

Master of Science, Computer Science, 2009

- Master Degree project: Artificial Intelligence Driven Planning Techniques for Computational Humor
- Key coursework: Information Retrieval, Computer Security, Multimedia Systems, Animation, Software Engineering, Artificial Intelligence

**California Polytechnic State University**, San Luis Obispo, CA

Bachelor of Science, Computer Science, 2002

### **Selected projects and awards**

- *Movie VR* – Web VR demo allowing users to move around a virtual environment built using movie clips
- *SokoSports* – Baseball glove configurator to integrate with online shopping tools
- *Tutordock* – KnockoutJS/Javascript and Django Python web based tutor administration platform
- *Towers in the Sky* - iOS and Android platform location-based game
- *AstroPirates* - Mobile asynchronous multiplayer town building iOS game
- *LinguaQuiz* - *Spanish* and *Word Circus Mandarin* - foreign language learning games (both formerly available in the App Store)
- *IPBA* - Web-based, streaming video, real-time interactive sports game application
- *ACME* – Author-driven animated cartoon development application
- Awarded 3rd place in UC Santa Cruz Business Plan competition for *LinguaEarth*
- Selected for 2010 DreamIT Ventures Program and DFJ-Cisco Global Business Plan Competition for *IPBA*
- Won *PC Computing* “Best of 2000” Most Valuable Product Award for *ComAuction*
- Published author: *Foundations of Digital Games* conference and *International Conference on Interactive Digital Storytelling*

### **Technical skills**

Objective-C, C/C++, Java, PHP, Python, Perl, Ruby, JavaScript, HTML/CSS, SQL, Git, iOS, JSON, MapKit, GameKit, Cocos2d, Unity Unix, Linux, Mac OSX, Windows, MySQL, Oracle SQL, PostgreSQL, MongoDB, Node, Django, FeathersJS, AR, VR.

### **Hobbies/Interests**

Travel, Cooking, Reading, Games, Generativ Methods in Cartoons