

## KENNETH "WYVERN" ALDINGER

E-Mail: [Wyvern@Dracat.Net](mailto:Wyvern@Dracat.Net)

Phone: 425-891-2522

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### OBJECTIVE

Software developer position aligned with my interests in data processing and graphics.

### SKILLS

Software Architecture

Concurrency

Object Oriented Design

Multi-tier Data Flow Design

Programming

C and C++; Perl; DHTML

Console and GUI Applications; Services; COM and ATL; DirectX; Sockets

Win32; BSD UNIX; Linux

SQL; ISAMs; XML

Network Administration

### EMPLOYMENT

2005 – **Google Inc.**, Software Engineer

Present (Accomplishments will be listed here at some future time.)

2000 – 05 **Microsoft Corporation**, Software Design Engineer

Worked on the experimental product Netdocs (unreleased), MSN Premium and Plus Clients versions 7 through 9.1, and MSN Messenger versions 10 and 11.

2001 **Independent Consultant**

Data recovery from corrupt archive files.

1999 **Microsoft Corporation**, Intern

Drove changes to the Open Information Model standard for use by Visual Studio.

1998 **WRQ Inc.**, Intern

Authored competitive analysis reports for Year-2000 software products.

1994 – 97 **Wyoming Sweetwater County School District #2**, Asst. to the IT Director

Acted as WAN Admin for an 11-site district network, as well as co-instructed a training camp for bringing internet connectivity to rural environments.

### EDUCATION

2001 – 02 **University of Washington Education Outreach**, Game Development

Completed a certificate program, including building a multiplayer LAN space-shooter game.

More →

1996 – 2000 **University of Washington**, Bachelor of Science in Computer Engineering  
Graduated *cum laude*, completed research, plus two senior projects.

## **ACCOMPLISHMENTS**

### **Information Retrieval**

- 2005     Keyword Extraction  
Completed an experimental project on contextual ads in IM conversations.
- 2004     International Word Breaking  
Developed a heuristic word breaker for use with arbitrary, language agnostic HTML documents, including non-space-delimited text.
- 2004     Indexed Search  
Crafted a generalized type-down indexed search module.

### **Machine Learning**

- 2003 – 04   Client Antispam Filter  
Sole developer for the adaptive Antispam filter in MSN Premium and Plus Clients. Submitted three U.S. Patent applications for work in this field.

### **Graphics**

- 2002     2D Editing Canvas  
Architected and implemented major portions of a DHTML-based vector drawing and image editing canvas.
- 2001     Red-Eye  
Integrated research red-eye detection and correction code then later invented a more performant replacement.
- 2000     Surface Light Fields  
Co-authored a research paper on *Surface Light Fields for 3D Photography*, published in the ACM SIGGraph 2000 Conference Proceedings.
- 2000     Maya Rendering Farm  
Co-designed and implemented a Win32 service for distributed animation rendering.
- 1999     Motion Capture  
Designed and built motion-capture hardware using FPGAs and CCDs.

### **Data Recovery**

- 2001     Created a recovery solution for corrupted GZip archives containing company-critical data. Partway through the project, GZip's author referred to the effort as 'impossible.'

