

Darrell Duffy
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Senior contributor specializing in innovative and multi-disciplinary architectures and solutions. Areas of expertise include: Software Development, Software Project Management, 3D Tools and Environments, DV video, DVD creation / conversion; Digital and Film photography; PC LAN and WIFI; Web Design; Windows installation and maintenance; hardware / software evaluation and purchase.

I am able to work extensive hours at my office in Coos Bay, where I have my own computing resources and a high speed link. I would expect to keep in frequent contact with the team via webcam and audio conferencing. I am willing to travel for a few days to a week to project headquarters to get projects started and periodically while the project progresses.

Skills and Experience

Management / Leadership: Supervision of technical groups of as many as a dozen engineers working on software or other technical projects. Project leader / architect of multiple projects over my career in software, networking, embedded systems and communications. Documenting requirements and functional delivery. Presenting projects to management and peer projects. Planning projects, developing schedules and motivating reports.

Client relations: Independent software consultant for several years solving client problems, capturing requirements, documenting features and delivering results.

Network: TCP/IP; Winsock; SSL/TLS; PKI, protocol design. See patents.

3D: OpenGL; 3ds max R4-R8; maxscript; plug-ins, Second Life building and scripting.

Video: DV camcorder, MPEG video capture, Adobe Premier editing, transitions, sound editing, synchronization, dubbing.

Digital Photography: Experienced with Nikon D70, Adobe Photoshop, etc. Photographer since 1980 in film and digital; nature and studio.

DVD: Creation, menus, motion menus, backgrounds
ULEAD DVD Workshop.

Networks: Setting up LANs and Wireless networks including cable, router and security design.

PC Hardware: Upgrading hardware installing SCSI, ATA, and SATA disks.

PC Software: Installing and upgrading Windows; Installing layered projects. Assuring safe and secure software environments.

Web Servers: Installed Apache on windows with PHP and MySQL.

Web Environments: Wordpress [blogs], Coppermine [photos], SMF, phpBB [forums] as well as several other Content Management platforms. Html and php languages.
<http://www.windyweather.net> for website and photo gallery.

Software Development: C++; C; Win32; MFC; WinSock; UNIX most recently Linux [SUSE 10.1]; KDevelop; DirectShow; COM; ATL; ActiveX

Storage Technology: RAID; Write Cache; High Availability

Patents: Powerline communication – discovery and data routing;
RAID – reliable computation of parity in memory;
LAT – Local Area Terminal protocol industry standard

Expected Contribution

Broad and deep experience in diverse technologies. Contributor to all phases of the solution: Formulating the requirements, finding and presenting the alternatives, writing the specifications and plans, presenting the alternatives, building the solution, leading the team and delivery of the quality solution.

Employment Summary

Self-Employed Consultant

2004 – present

Boston Scientific – Specification Writing / Editing – June – Aug 2007

Short term contract to update specifications and verify accountability matrix for two different medical products.

Second Life – building and scripting – Nov 2006 – on-going

Second Life is a virtual world with an economy that exchanges currency with US Dollars. With over 3million accounts, and 1 million users active in the last 60 days, Second Life is a large and growing business concern that many businesses are eager to exploit.

While I have only been in Second Life since November 2006, my extensive 3D and programming background has allowed me to come up to speed very quickly. I have contributed in a major way to the community by translating the large [3000+ lines] python scripts for Blender [Open Source 3D tool] to MaxScript for 3ds Max to allow offline building of Second Life objects within 3dsmax. I have built several large houses using this technology which I have for sale at SLExchange.com. My Second Life name is Windyweather VanAlten.

I am available to help clients build a second life presence with large business structures, knowledge of business practices of Second Life and contacts within the virtual world.

Coos Bay Clients – Jan 2005 - on-going

Solving problems for local clients:

Building websites based on WordPress and Coppermine.

Linux SUSE 10.1 installation and C++ / Qt / KDE development.

PC Maintenance and Windows Software upgrade.

Video conversion – Super8 film to DVD, video to DVD.

Advising purchase of new PC and laptop hardware to suit client requirements.

Setting up and securing wireless networks.

California Clients – Jan – Oct 2004

Software Development for Windows Security – Vigilant Privacy.

Management and leadership for Quality Assurance Team for transportation automation.

Echelon

1999 – 2003

Network Energy Services Project (2003)

Key technical contributor to CTO developing initial systems marketing requirements. Contributed to engineering planning and design for project of about 50 engineers. Designed enhanced SSL/TLS security methodology and policies. Developed, qualified, and characterized performance of network.

ENEL Project (2000 – 2002)

Initial member of small team developing electric meter communication network. Project ultimately delivered 27 million meters and 300,000 concentrators throughout Italy. Studied and negotiated specifications, major contributor to hardware specification and documentation of steps of overall software plan and approach for management and team as it grew to 7 members. Major technical contributor in all aspects of project. Primary contributor to network security design and implementation based on OpenSSL. Granted patent to discover meters in a power line network from the network master device when not all components can communicate directly.

i.LON Product (1999 – 2000)

Design and implementation of IP tunneling device as full time employee.

Independent Contractor

1997 - 1998

Echelon - Design and implementation in C++ of an IP tunneling of LonWorks over IP..

Mpix - Video storage and processing subsystem design employing Windows, MFC, C++, file system defragmentation services, RAID hard-drive storage. Architecture, design, investigation and performance characterization.

MTI RAID Technical Center

1994 -1996

Architect and manager with five reports for Highly Available, SCSI / FibreChannel connected RAID disk controller [Gladiator]. Responsible for overall recovery architecture, write cache, management communication, performance measurement / enhancement, and numerous other aspects of system. Patent awarded for data integrity protection for RAID parity in write cache.

Other Employment

The Minden Group

1996 - 1997

Metaphor

1993- 1994

Oceania Health Care Systems

1992- 1993

Digital Equipment Corporation

1977- 1992

Project leader and architect for several projects including massively parallel multiprocessing, networking, operating systems and network architecture. Achieved position of *Consulting Engineer*.

Education:

Bachelors in Computer Science from West Virginia University, 1973.