

# Kevin L. Gong

{ send e-mail for phone, snail mail address }

E-mail: kevin@kevingong.com

## OVERVIEW

C/C++ programmer with 9 years of industry experience shipping high-profile consumer Internet software. Experience on Macintosh, Windows, and UNIX platforms, including cross-platform development. Excel at rapid development of high-quality software.

## PROFESSIONAL EXPERIENCE

### **Danger Research, Palo Alto, CA**

10/02 - present

Senior software engineer

Software engineer on Danger HipTop operating system, an OS for mobile devices such as the T-Mobile Sidekick. [Java, C++ code]

### **Toltec Engineering, San Carlos, CA**

07/02 - 10/02

#### **Contractor for Netscape Communications**

Senior software engineer

AOL Communicator: Software engineer on a set of integrated applications including AIM, address book, and secure e-mail client. [C++ code, using wxWindows]

### **Excite@Home, Redwood City, CA**

11/99 - 2/02

Senior software engineer, @Home Client Software

- Excite Messenger: Lead software engineer on Macintosh version of Excite Messenger, an application providing instant messaging, a sharing platform called Buddy Card (which lets users share contact information, photos, and links), and all the features of the Excite Assistant (see below). Solely responsible for programming design and implementation. Part of team responsible for user interface design and feature set specification. Coordinated release of application to the web. Developed Mac OS Classic and Carbon versions. Over 90,000 downloads of Macintosh version. [C++ code]
- Excite Assistant: Lead software engineer on Macintosh version of Excite Assistant, an application providing easy access to Excite personalized content, including e-mail, news, TV listings, stock quotes, weather, and Internet radio. Solely responsible for programming design and implementation. Coordinated release of application to the web. Over 110,000 downloads of Macintosh version. [C++ code]

### **Apple Computer, Inc., Cupertino, CA**

6/94 - 6/99

Senior software engineer, Interactive Media Group

10/96 - 6/99

Software engineer, Communications Products & Technologies

2/95 - 10/96

Intern, Advanced Technology Group

6/94 - 2/95

- QuickTime Streaming: Software development. Worked on streaming portion of QuickTime 4 release. Responsible for packetization (hinting) of media, including H.261 video, H.263+ video, Pure Voice audio, and generic QuickTime media including text and MIDI. Responsible for reception of Pure Voice audio. Helped third party codec vendors work on hinting software. [C code, Mac/Windows cross-platform development]
- QuickTime TV Broadcaster: Lead software engineer. QuickTime TV Broadcaster allows users to easily broadcast audio and video over a network using QuickTime Conferencing technology. Responsible for user interface design, feature set specification, implementation, and installer. [C++, PowerPlant code]

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## WORK EXPERIENCE (CONTINUED)

- Apple Media Conference: Software development. Apple Media Conference provides video conferencing and collaboration based on QuickTime Conferencing technology. Part of team responsible for implementation, user interface design, and feature set specification. [C code]
- QuickTime Conferencing shared whiteboard: Software design and development. The shared whiteboard is used for collaboration between networked users. Whiteboard included in Apple Media Conference and versions of Apple VideoPhone. Responsible for complete design and implementation of whiteboard. Part of team responsible for user interface design. [C code]
- QuickTime Conferencing: Software development. QuickTime Conferencing is a Macintosh system software extension for networked multimedia and is the basis for QuickTime TV Broadcaster, Apple Media Conference, and several other applications. Part of team responsible for maintenance of several components of the extension. [C code]

### UC Berkeley, Berkeley, CA

8/92 - 5/94

Graduate Student Instructor, Computer Science Division

- Teaching Assistant for upper division algorithms course, 3 semesters
- Teaching Assistant for entry-level machine structures course (assembly, C), 1 semester

## EDUCATION

University of California at Berkeley  
M.S., Computer Science, May 1994  
3.7 GPA

University of California at Berkeley  
B.A. Mathematics and Computer Science, May 1992  
High Honors in CS; Highest Honors in Math; 3.8 GPA

- Master's Project: Software development of the Berkeley MPEG-1 video encoder. Software compression done in parallel on a network of UNIX workstations communicating via UNIX TCP sockets. Implemented and compared several motion vector search algorithms. System used by thousands of users.
- Computer Science Senior Project: Enumeration of polyominoes using a 12-processor shared-memory machine.

## OTHER EXPERIENCE

- US Patent US6134243 - Method and apparatus for media data transmission - patent for work done on QuickTime Streaming while at Apple Computer, with Jones, Geagan, Periyannan, Singer. Filed 8/98; granted 10/2000.
- Shareware programmer since 1986. Author of the following programs:
  - Chess Browser - view/edit chess files [Mac OS X (Cocoa)]
  - Polyominoes - strategy game [Mac OS Classic, Mac OS X (Carbon), Windows, and Java versions]
  - Unite - strategy game [Mac OS Classic; Mac OS X (Carbon) and Windows in development]

## TECHNICAL SKILLS

- **Languages:** C, C++, Objective-C, Java
- **APIs:** Win32 API, Mac OS Classic APIs, Mac OS Carbon APIs
- **Frameworks:** Cocoa (Mac OS X), PowerPlant, wxWindows
- **Programming Environments:** Mac OS X Project Builder, Metrowerks CodeWarrior, Microsoft Visual Studio, UNIX development tools