

TRAVIS BROWN

210 Agnes St, New Westminster, V3L 1E6 (778) 232-7741; travisbrown@travisbrown.ca

Skills

- **Operating System Development Experience:**
 - ▶ Linux (Slackware, Wind River, Redhat and other variants) (9 Years)
 - ▶ Android (1 Year)
 - ▶ Mac OSX (5 Years)
- **Computer Languages:**
 - ▶ Proficient in C/C++, Python, Unix Shells (9 Years)
 - ▶ Java, Objective-C (3 Years)
 - ▶ Working knowledge of C#, SQL, L^AT_EX, MATLAB (<3 Months)
- **Software Development Tools:**
 - ▶ Proficient with Source Control (Subversion, Perforce, Clearcase, Git) (8 Years)
 - ▶ Working knowledge of common IDEs (Visual Studio, Eclipse, XCode) (2 Year)
 - ▶ Proficient with Standard Unix Development Tools (9 years)
- **Specialities:**
 - ▶ Linux Kernel Network Protocol Development
 - ▶ Unix System Level Software and Daemons including TCP/IP Service
 - ▶ Distributed/Multiprocess/Network Programming

Experience

- **Tellabs Inc.**—Richmond, B.C.
Sr. Software Engineer *July 2011–Present*
 - Laid core virtualization infrastructure for next generation router in service upgrade support.
 - Lead slowpath and general kernel developer for the next generation 9200 router.
 - Ported entire 9200 code base from proprietary third party IP stack to Linux IP Stack.
 - Design, implement and support various protocols in Linux slowpath including: Ethernet, VLAN, QinQ, 802.1p, IPVPN (VRF), ACLs, PBR.
 - Responsible for the maintenance and enhancement of the ARP/NDP/nexthop distribution system.

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Experience Cont'd

- **Mobidia Inc.**—Richmond, B.C.
Software Engineer *Oct. 2009–June 2011*
 - Primary developer responsible for taking prototype Mac OS X port to product level finish.
 - Technical lead for Android platform port, including design and implementation of Linux kernel network module.
 - Primary developer on the design and implementation of cross platform module test harness written in Python.
 - Solely responsible for porting the C++ daemon from Windows to Mac OS X.
- **Extended Period of Travel**—North America
Traveller *Mar. 2009–Aug. 2009*
 - ▶ Road trip around Canada and the USA.
- **Workpoint Steel Detailing Ltd.**—Surrey, B.C.
Programming Contractor *Jan. 2009–Mar. 2009*
 - ▶ Solely responsible for Development of Custom Add-ons for the SDS/2 industry specific 3D modeller.
- **Threewave Software Ltd**—Vancouver, B.C.
Junior Programmer *Sept. 2008–Dec. 2008*
 - ▶ Configure and manage the Cruise Control .Net based Continuous Integration server.
 - ▶ Develop game features on the Epic Unreal Engine 3.
- **MacDonald, Dettwiler & Associates Ltd.**—Richmond, B.C.
Junior Software Developer/Co-op Student *May, 2006–Dec. 2006*
 - ▶ Be the team expert in a legacy C++ code base and responsible for several core extensions to said codebase.

Formal Education and Awards

- **Simon Fraser University**—Burnaby, B.C.
BSc: Computing Science
 - First class honours with a concentration in Theoretical Computing Science
 - Cooperative Education Certificate

References available upon request.