STEPHEN VON WORLEY

software engineer, computer scientist, entrepreneur, and artist

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OVERVIEW

Stephen Von Worley is a skilled software engineer with more than three decades of full stack development experience and a solid understanding of core Internet and Web technologies. He creates efficient systems using appropriate algorithms, rapidly adapts to new environments and tools, and works well on a team or solo. Previously, Steve founded a successful software startup which was later acquired, and he holds a Master's degree in Computer Science from the University of California at Berkeley.

SELECTED ENGAGEMENTS

Software Architect
Von.io, Santa Cruz, CA, June 2002 to present
Designed and developed a wide variety of bespoke software and information solutions on an independent contract basis. Deliverables included interactive HTML5 ad units, geospatial business intelligence, Web sites, online tools, high performance client-side JavaScript image processing, and algorithmically-generated graphic design.

Data Artist and Researcher
Data Pointed, Santa Cruz, CA, March 2009 to present
Created software to process, explore, and render novel visualizations and maps of Census population data, USGS digital elevation information, OpenStreetMap, and other data sets. Authored *Proximatic*, a fast Java-based spatial indexing and search library optimized for large volumes of geographic nearest neighbor and containment queries.

Co-Founder and Chief Technology Officer
Freestyle Interactive, San Francisco, CA, May 1997 to July 2001
Helped grow Freestyle from unknown startup to award-winning industry player. Built and managed a world-class engineering team. Architected, developed, and maintained core tools and infrastructure. Created many of Freestyle's Java rich media banner ads and online games. Designed and implemented a proprietary low bit rate codec for the efficient delivery of lightweight video advertisements to desktops and handheld devices. Freestyle was acquired by the Aegis Group's Carat Interactive.

Lead Software Engineer

Elan Computer Group, Mountain View, CA, June 1995 to October 1996

Enhanced Elan License Manager, a cross-platform product enabling software vendors to easily add license-based usage controls to their products. Designed and implemented new features in C/C++, including a secure DES-based encryption algorithm, X/Motif versions of command-line tools, and hardware key support. Optimized the license server and client-server TCP/IP network communications.

INTERESTS AND EXPERTISE

Data, visualization, graphics, maps, geodesy, Internet and Web technologies, generative art, image processing, cryptography, compression, data structures, algorithms, code optimization, scalability, parallel and distributed processing, weather, finance, analog and digital photography, games, music, the outdoors, and more.

LANGUAGES, TOOLS, AND ENVIRONMENTS

Java, JavaScript, HTML5, CSS, C, C++, Linux, AWS, PHP, FORTRAN, Windows, several flavors of assembly, various source code control systems, numerous frameworks, libraries, and toolkits, and a wide variety of other environments, tools, systems, and software.

EDUCATION

University of California, Berkeley

Master of Science in Computer Science, May 1995

California Fellowship in Microelectronics, August 1992

Washington University in St. Louis

Bachelor of Science in Computer Science, cum laude, May 1992

Award for Professional Excellence, Computer Science Department, May 1992

MISCELLANEOUS

Eagle Scout

Has been programming computers almost daily since age 8

Excellent price/performance ratio

Fairly nice person