

Nelson Crowle

Principal Software Engineer/Architect

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SUMMARY

More than 30 years programming and application design/development experience.

COMPUTER SKILLS

Languages

- Proficient in C++, PHP, JavaScript, MySQL databases, XML, XSLT, VBA
- Previous experience with Lisp, Java, Perl, Basic, Cobol, Fortran

Software

- Database: MySQL, Microsoft SQL, Microsoft Access
- Office: Microsoft Excel, Microsoft Word, Adobe PDF
- Platforms: Windows (25+ years), Linux (20+ years)

EXPERIENCE

Principal Software Engineer / Owner

Apr 1984 – Current

Prototech, Inc.

- Full life cycle product development for contract clients: collecting, clarifying, and defining specifications based on the client's needs; design and creation of databases and tools to meet the specification; programming the product; working with the client after delivery to address any additional requirements; and full product training and support.
- Created, and currently maintain, the Reggie beer competition software in 2006 that is used internationally and is multi-lingual. Reggie uses two mySQL databases of about 25 interrelated tables. The Reggie front-end is written in JavaScript (and HTML/CSS) with PHP statically creating some JavaScript tables on loading of the web page. The front-end provides UI personalities for each type of user (competition Entrant, competition Judge, competition Organizer, etc.) and uses AJAX to talk to the back end, written in PHP, to perform calculations, update database tables, and generate on-the-fly HTML responses that are inserted into the user-facing DOM to dynamically update the user experience. Reggie supports iterative massive uploading of scanned PDF Entrant scoresheets (written by the Judges), controlled by JavaScript, and then archived in the cloud and viewable by Entrants and the Judges who evaluated those beers by way of links and cross-references.
- Created, and currently maintain, the WhatsOnTapAt electronic beer menu system in 2010 that displays a bar's real-time beer menu on big-screen TV, website, and customer's cell phone.

Senior Professional, Client Delivery

Apr 2016 – Oct 2018

CoreLogic / MindBox

- Interfaced with clients, designed and developed software, provided technical support. Created new programs and tools to manage client networks with an easy dashboard (written with HTML, CSS, Java, JavaScript, and PHP), and Demonstration software to be used with presentations to acquire new clients. The Demonstration software reads and formats XML loan application files using XSLT, then submits edited data to Fannie Mae and to internal CoreLogic engines via a sockets layer interface for pricing quotes which are displayed and used to confirm loans.

Principal Software Engineer

Jan 2011 – Oct 2014

Galbraith Global Hedge Fund

- Developed and implemented trading strategies and actively traded them for the Fund.
- Independently created trading metric and tracking software, used across markets from Europe, the Americas, and Asia, that was then adopted as the standard method by the company.

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Software Engineer

Aug 1998 – Jun 2002

ActiveWorlds, Inc.

- Developed 3-D immersible environment software that was popular world-wide. Invented the Bot (automated avatar) concept at AW, which was later adopted as a standard feature.

Principal Software Engineer

Dec 1989 – Jul 1999

Sprint, Inc.

- As one of the original five employees of the Long Distance division in Sprint, created the CallPower software that was used for many years by the Sprint agents to handle calls from Sprint customers.
- Created a unique efficient method for software update distribution at Sprint call centers and received **US Patent #5,857,072**.
- Helped Sprint grow the Long Distance division to become the major focus of Sprint, with thousands of employees.

EDUCATION

University of Colorado

- Bachelor of Arts, 1979, in Mathematics, Computer Science, and Electrical Engineering