

Mark Riedesel

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Profile

My initial interests in programming began at a young age, stemming largely in part due to my fascination with video games and a lack of friends with programming knowledge to assist me in my endeavors. After studying programming books for a couple years without really *getting* it, things started to click and I have been involved with some really interesting projects because of it.

Throughout my childhood I was also exposed to a wide variety of artistic mediums, I've had a sketch book for as long as I can remember. When my family purchased our first computer when I was about 9-years-old I quickly became interested in 2D digital graphics, which quickly progressed into 2D animation and then 3D animation.

-Mark

Career Experience

- **2007-2009 — BlueBear, LLC**

UI Design & Systems Developer

My primary focus at BlueBear was the development of the Kodiak virtualization management platform, specifically UI design, and 3D data visualization programming. I created the pseudo-3D network/relational map renderer with 3D device icons which involved writing geometry exporters for Blender as well as model loaders and an optimized renderer in ActionScript. Other duties included website design and maintenance, promotional material design (brochures, business cards, etc.)

Technologies employed include: Flex, AIR, Actionscript, Python, Lua, SQLite. Applications & platforms employed include: Flex Builder, Adobe Flash, Blender 3D, Apache Ant, Illustrator, Photoshop, Apache Server, Django, Memcached.

- **2006-2008 — PlanDone, LLC**

Sole Developer & Systems Maintainer

Adopted an established codebase and implemented a variety of additional features. Developed utilities to assist in site deployment. Responsibilities included the development of technical requirements, and the subsequent implementation of said requirements to satisfy the intended goals of the application.

Technologies employed include: Python, Prototype.js, PHP, MySQL. Applications & platforms employed include: Apache, MoinMoin, Linux.

- **2005-2007 — Thinformation, LLC**

Senior Designer & Technical Director

Developed systems of delivery for high-clarity, information-rich digital signage. Instructed fellow designers in the use of 3D modeling and animation software, designed logo and emblem for the company, maintained the office's local network, and created a multi-user content delivery system. Aided in the development of a Linux-based turn-key network appliance incorporating a custom network failure resilient caching proxy system written in Twisted Python.

Technologies employed include: Ruby on Rails, PHP, Python, DHTML/Ajax. Applications & platforms employed include: Adobe Flash, Photoshop, Inkscape, Illustrator, Blender 3D.

- **2004-2005 — Embedded Research Solutions**

Freelance Graphic Design

Design of production-ready "mascot" to aid in company recognition. Created large sets of graphic assets (icons, templates) for use in a software demonstration application. Assisted in the

translation of a print-artist's graphic mockup of a new website design into a useable HTML/CSS version. Designed print ready images for company holiday party invitation as well as holiday greetings card.

- **2000-2005** — Independent News Network

Production Crew

Live television news production (teleprompter, graphics, studio camera). Minor system maintenance and repair, as well as website design for inn-news.net

Community Contributions

- **Poppler Library**

submitted patches to open source project

Patches were accepted by poppler developers which added additional functionality to the library.
https://bugs.freedesktop.org/show_bug.cgi?id=28780

- **fuse_pxebootfs**

FUSE filesystem to aid in simplifying PXE booting, handy for 3D rendering clusters

This tiny project was the result of my personal need for easily setting up DrQueue distributed rendering servers. It allows a DHCP server such as dnsmasq to dynamically generate AUFS/UnionFS branches from a single chroot environment.

The project and source code is available at http://github.com/Klowner/fuse_pxebootfs

- **Bugzilla, Mozilla Foundation**

Animated Mozilla chomping on bugs

I created a short animated GIF for display while Bugzilla performs lengthy searches. It was created with Blender 3D and can be seen at <http://people.mozilla.com/~dolske/apng/demo.html>

Hobbies

- **Klowner.com**

<http://klowner.com>

I've maintained my desktop wallpaper website for over 8 years, it serves as a relaxed creative outlet where I can share my art with people from all around the world.

Education and Groups

- **2003** — Scott Community College, Davenport, Iowa

Associates in Microcomputer Information Technology (focusing on Software Development), 4.0 GPA

- Magna Cum Laude
- President's List

- **Phi Theta Kappa International Honor Society**

Member

- **2001-Present** — Quad City Linux User's Group

Member

- **1990-1999** — Quad Cities Amiga Club

1998-1999 — Served as club librarian

References

- Available upon request

The most recent version of the resumé is available at <http://resume.klowner.com>