DYLAN MAXWELL REILLY

50 William Ave, Meriden, CT

dreilly@atariland.net

(860) 655 9495 http://atariland.net/work_history.html https://www.linkedin.com/in/dylanmaxwellreilly

ACHIEVEMENTS AND PUBLICATIONS

Patent: Compartment segregation by pixel characterization using image data clustering (8,655,037), Feb 2014, HistoRx, Inc.

Patent: Automatic exposure time selection for imaging tissue (8,878,983), Noc 2014, HistoRx, Inc.

Patent: Smart card data transaction system and methods for providing high levels of storage and transmission security(7,380,125), May 2008, IBM.

WORK EXPERIENCE

Lead Developer: Oscilloscape (Jan 2016 – present)

Oscilloscape (http://www.oscilloscape.com) has developed novel technology for processing audio using neural networks that resonate to acoustic signals. We are currently pursuing applications for this technology that include detectability and music analysis.

Responsibilities: Drive technical innovation, direction, and implementation. Architect and develop formal software implementations of existing research-derived algorithms and processes. Engineer (hardware and software) embedded devices for rhythm detection and visualization. As technical lead for product development: draft design documents, source hardware components, and contribute to creative process for product launch.

Key Technologies: C++, Mobile, iOS, Matlab, GPU acceleration, Arrayfire, Armadillo C++, Raspberry Pi, Arduino, Bluetooth, embedded devices, music visualization.

Lead Video Game Developer: Venan Entertainment (Jan 2008 – Dec 2015)

Venan (http:// venan.com) is a boutique mobile game developer with humble beginnings (classic cell phones) and great ambitions. All of Venan's games are produced boutique-style in very small teams (2 - 4 developers) and in rapid development cycles (about 4 - 6 months). Venan adheres to the belief that developers are not just programmers and should be an integral part of the design process.

Responsibilities: Lead and library developer for a large number of titles primarily for the iOS and Android platforms. Lead small (2 - 5) teams of developers through rapid development cycles (4 - 6 months). Work closely with designers and artists to usher games from concept to released product. Recent games focusing on free-to-play concepts and leveraging high availability web application servers.

Achievements: iOS lead developer of: Space Miner Wars (Venan), RoadTrippin' (EA Mobile), NBA Elite 11 (EA Mobile), Sonic at the Olympic Winter Games (SEGA USA), and Monopoly: Here and Now (EA mobile). Cross-platform library developer for: Book of Heroes (Venan), Ninjatown

Trees of Doom (Venan), Space Miner Blast (Venan), and Space Miner Blast (Venan).

Key Technologies: Mobile, iOS, Android, C++, C, Objective-C, OpenGL/ES, GLSL shaders, 3D graphics, 3D animation, SVN, Git, MySQL, Tomcat, Couchbase, Java, JSON, REST web services, Amazon cloud services.

Multimedia Developer: Reality Interactive (May 2012 - April 2013)

Reality Interactive (http://realityi.com) specializes in multimedia experiences custom built for each customer. The end product may range from a few select kiosks to nation-wide, commercial hardware/software deployments with 24 hour support.

Responsibilities: Engineered custom multimedia experiences for top brand companies such as *Time Warner Cable* and *BMW*. Integrated all layers of technology from customer experience down to server architecture. Frameworks designed for minimum spin-up time and maximum reuse. Utilization of modern digital experience technologies and concepts.

Key Technologies: JQuery, AngularJS, C#, .NET, Linux, SVN, Git, Shell Scripting, System Administration.

Bioinformatics Developer: HistoRx (Aug 2005 – Dec 2007)

Engineer, design, architect, and implement a graphical application suite to automate tissue/cell analysis. Integrated third party fluorescence microscopy hardware with custom software. Massive tissue micro array (TMA) and whole tissue section (WTS) data sets collected and analyzed in a "one-click" process using cell morphology and bio-marker quantization.

Responsibilities: Advance technology development up through FDA medical device certification. Develop and implement new analysis algorithms. Design and implement hardware to software interface and GUI's. Manipulate and analyze high precision images.

Key Technologies: Image processing, fluorescence microscopy, biological imaging, .NET, C#, C++, Windows GUI.

Internet Developer: IBM Global Services (July 2000 – Aug 2005)

As a member of Global Services, was contracted to various projects both within and without IBM. Team sizes and responsibilities varied from very small (1-2) and local to medium (10-15) and global. Common thread for all projects was automation, webification, and cost savings. Largest project effected a global, enterprise-level infrastructure with billions of dollars of cost savings.

Key technologies: Java (J2EE), Java applets, WebSphere, DB2, EJB, Perl, JSP, XML, Java SmartCards, JCOP, WebSphere 5, EAD4J, Struts/Tiles, Apache, Tomcat, AIX, Linux.

EDUCATION

Masters in Mathematics: Western Connecticut State University, Danbury, CT (March 2006) **Bachelor in Physics**: Wesleyan University, Middletown, CT (May 2000)