

Glenn Picher

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Summary: A versatile mix of technical, creative, and team leadership experience

Key Skills

Software design and development • Software architecture • Systems architecture
Agile methodology • Development team leadership • C# • .NET • Java • JavaScript
jQuery • C /C++ • Amazon cloud • Digital media production • Digital art instructor

Experience

Dirigo Multimedia, Inc., Portland, Maine, September 1995 – present.

President. Consulting in programming, design and system & software architecture, and digital video and audio production and editing services, especially Adobe Creative Suite scripting. In the earlier years, developed CD-ROMs and kiosks, especially plug-in development in C++ for Windows and Mac desktop APIs. Published and supported plug-in and multimedia utility products licensed to other multimedia developers.

SmartCatalog, Portland, Maine, January 2014 – March 2015.

Systems Architect. Designed and implemented hardware and software architecture for a Web-based college catalog and curriculum management system, including migration to the Amazon cloud platform. Led the evolution of the development team towards a more Agile software methodology, a more RESTful service-oriented architecture and other best practices. Coordinated new feature design and delivery, in collaboration with catalog and curriculum committee stakeholders at numerous colleges. Implemented features primarily in C#, .NET, Sitecore and JavaScript with JQuery and AngularJS.

DeskNet Inc., Portland, Maine

Senior Software Architect. October 2010 – January 2014. Led high-level software design, and coordinated Agile engineering and infrastructure teams, in developing a Web-based enterprise customer communications product. Users could author marketing and client reporting document templates on the Web, which, combined with data feeds, produced dynamic documents that passed through team approval or revision workflows, and could be output as high-quality print, PDF, email, PowerPoint or Web micro-sites. Core server side technologies included PostgreSQL and NoSQL databases, Amazon S3 content management, Java-based Apache Tomcat, RESTful service interaction with other systems, ActiveMQ queuing and Adobe InDesign Server and QuarkXPress Server output rendering. User interfaces were built with Google Web Toolkit, JQuery and Java Swing. Implemented features primarily in Java, C++, GWT and JavaScript.

DeskNet Inc., Portland, Maine (*continued*)

Engineering Team Leader. April 2007 – September 2010. Supervised engineers, led code reviews, coordinated engineering agenda and communications with technology partners, and implemented new features, primarily in C++.

Senior Software Engineer. January 2006 – March 2007. Implemented and unit tested software features, primarily using C++. Researched, debugged and resolved escalated support and internal QA issues. Wrote and reviewed documentation.

Systems & Programming Consultants, Nashville, October 1994 – August 1995.

Lead Programmer. Spearheaded development of Applied Learning Technologies' *Little Planet*, an early childhood literacy multimedia CD-ROM.

Video Animator and Editor. Freelance, December 1989 – August 1994.

Designed 2D and 3D animations and illustrations for videotape productions. Ran camera, sound & lighting, and edited videos for marketing and safety training.

Adjunct Professor of Visual Arts. Mercer County Community College, West Windsor, NJ, January 1993 – May 1994. Instructor for *Computer Art: 3D*.

Visiting Artist. School of the Art Institute of Chicago, Summer 1990. Instructor for *Art & Technology Studies: Experimental Computer Imaging*.

Media Services Specialist. Princeton University, October 1986 – August 1987.

Assisted professors and college staff in producing and presenting video, audio, and graphical illustrations, for supporting instruction and reporting research findings.

Education

Degree work

The School of the Art Institute of Chicago. Master of Fine Arts, June 1989. Studied computer graphics animation and programming, film, video and sculpture.

Princeton University. Bachelor of Arts, June 1986. Studied sociological data analysis & programming, human-computer interaction, visual arts, film & video.

Professional enrichment

University of Southern Maine. In Spring 2011, took course *Computer Science 420: Object Oriented Design with Java*.

Maine College of Art. In 2000-2001, took courses in animation and drawing.

Interests

Choral arts (bass voice), youth athletics (coaching baseball, basketball & soccer, umpiring), multi-racial adoptive families, Quaker youth & adult religious education, book publishing, banjo, piano, hiking, kayaking. Dog owner, contra dancer.