

Joe Rideout

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Professional Objective

To apply the principles of quality and economy to a software engineering position, to help my employer make more money, faster.

Qualifications

Academic excellence: consistently high GPA and top scholarships at both the graduate and undergraduate level.

Industry experience: 2 years of software engineering experience acquired through internships at 4 different companies.

Algorithms and data structures: sound understanding of the theory and practice of algorithms and data structures acquired through extensive coursework, teaching, and recreational problem solving.

Tools and languages: a proven ability to quickly learn programming languages, paradigms and tools and apply them in innovative ways.

Education

MSc. ABD in Computer Science, September 2003–Present

University of Toronto

Overall GPA: 3.95 out of 4

- Research Area: Probabilistic algorithms and hash functions for load balancing

BMath in Honours Computer Science Co-op, May 2003

University of Waterloo

Overall GPA: 87% out of 100%.

Graduated with distinction, Dean's Honours List

Scholarships and Awards

- **NSERC Postgraduate Scholarship**, Natural Sciences and Engineering Research Council, May 2004–May 2005
One of the most prestigious awards offered nationally to graduate students in Canada. (\$17,300)
- **J. Wesley Graham National Scholarship**, University of Waterloo, September 1998–May 2003
The highest-valued scholarship in Mathematics at the University of Waterloo. (\$16,000)

Employment History**IT Analyst**

Morgan Stanley Dean Witter, New York, NY

May 2002–August 2002

Developed productivity tools for a 5-person Java software project: integrated JUnit into the project allowing developers to easily add unit tests and created an automated nightly build and testing process with email notifications on failure.

Used a combination of Perl and the Java reflection API in a novel way to create a generic unit test for over 30 existing classes. This idea transformed two weeks of grunt work into three days of challenging work.

Investigated the use of other "agile" tools such as aspect-oriented programming and produced a detailed report.

Software Engineer

Pumatech, Emeryville, CA

January 2001–April 2001

Developed features in C++ for Browse-it, a Palm OS and Windows CE web browser.

Added support for cascading style sheets to the server-side proxy.

Ported client-side code from Palm OS to Windows CE.

Software Developer - Special Effects

*Discreet (Now Autodesk), Montreal, Canada
May 2000–August 2000*

Added features and fixed bugs in Flame, an Academy Award®-winning 3D compositing system.

Conducted extensive refactoring of the "action" source code, a single module of more than 15,000 lines of C++ and legacy C.

Software Design Engineer

*Softimage, Montreal, Canada
September 1999–December 1999*

Developed a tool in C++ for exporting textured 3D models and animation from Softimage, a renowned character animation suite, to the Sony Playstation format.

Developed several other tools to help animators produce 3D models and animation for game platforms including a "polygon search" tool to locate and select faces in a polygon mesh according to geometric search constraints.

Publications

- Rosco Hill, Joe Rideout. "Automatic Method Completion". *19th IEEE International Conference on Automated Software Engineering (ASE'04)*. 2004. 228-235.

Academic and Leadership Positions

- **Director**, Teaching Assistants' Training Programme (TATP), May 2004–May 2005
Helped organize over 20 training seminars for graduate students in all faculties at the University of Toronto. Personally prepared and conducted 8 training seminars. Helped over 20 graduate students individually by observing tutorials and reviewing teaching dossiers.
- **Teaching Assistant**, University of Toronto, September 2003–May 2005
Courses taught: Computability and Logic (graduate level), Theory of Computation, Data Structures and Algorithm Analysis, Operating Systems
- **Member-at-large**, Computer Science Graduate Student Benevolent Society, May 2004–May 2005
Organized an unprecedented number of social and cultural activities for graduate students in the department of computer science at the University of Toronto.

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