

MARY EDITH INGRAHAM

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831-706-6400

OBJECTIVE

Software development responsibility requiring fine technical communication skills as well as a broad development background. Prefer fulfilling multiple functions in a dynamic environment.

PROFILE

Self-directed individual with strong object-oriented software design and development skills. Versatile, detail-oriented programmer and efficient communicator. Experienced in Drupal CMS, client/server designs, web services, wireless, drivers, and device projects. Skilled through all phases of the product development cycle. Innovative and thorough approach to problem solving.

TECHNICAL SUMMARY

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|-------------|------------|-------|--------------|-------------|
| PHP | JAVA | MySQL | JSP / Struts | Linux/Unix |
| Drupal CMS | HTML | XML | C/C++ | Eclipse |
| AJAX/JQuery | JavaScript | CSS | Perl | Dreamweaver |

PROFESSIONAL EXPERIENCE

MEI CONSULTING, Santa Cruz, CA

Principal Consultant

June 2008 to the present

- Drupal Websites
- Website/system development: LAMP and JAVA environments

5 DYNAMICS, Santa Cruz, CA

Technical Support Engineering Manager

March 2006 to June 2008

- Directed technical support and quality assurance functions in a small team. Worked with management to design system solutions and product enhancements to a web application. Implemented some, submitted others as requirements to an offsite engineer
- Webmaster of product marketing website, installed and customized a third-party shopping cart, bug database, ticketing system and other scripts. Trained team members in their use.
- Designed and authored a locally hosted web-tool to manage and edit 1400 small text files used in a company product. This project used PHP, AJAX.

LIGHTSURF TECHNOLOGIES, INC., Santa Cruz, CA

Senior Software Engineer

October 2004 to March 2006

- Java development and technical lead in a large distributed ecommerce web application. Multiple systems, protocols, web services and databases were involved to handle image and order data. This project used JAVA, JSP, Struts, XML, SOAP.
- Extended the ecommerce system, adding shared elements. Designed and executed UI and server software pieces; MVC architecture.

THURIDION, Santa Cruz, CA

Senior Software Engineer

May 2003 to October 2004

- Contract projects were a variety of Java servlets, XML interfaces and SQL report functions.
- Windows desktop utility to read stored database and text event information, package it for delivery to a large enterprise architecture. This project was in C++.

STARFISH SOFTWARE, Scotts Valley, CA

Senior Software Engineer

April 1999 to November 2002

- Increased functionality and efficiency of a web-based organizer. Enhanced client, servlet, and server code implementing user preferences. Served as technical point person on this project.
- Created an all-Java desktop client to synchronize between a Palm device and a remote server. Singlehandedly brought this project to 90% completion ahead of schedule. Coded initial API tests.
- Designed and implemented a filter grammar and Java code to filter data records retrieved from a server for delivery to a device. These filters enabled essential resource conservation during the synchronization process. Coded initial API tests to verify this functionality.
- Interacted with customers and other teams implementing SyncML standards in a servlet designed to synchronize with numerous wireless devices

ICONETWORKS / DOUBLE CLICK IMAGING, INC, Scotts Valley, CA

Controller and Software Engineer

September 1989 to December 1997

- Financial manager of an early Internet Service Provider. Instrumental in construction of an agreement for sale of this \$500K company in December 1997.
- Handled financial, corporate, and personnel issues for startup software company.
- Designed early dynamic HTML web pages.
- Created X Window System and Motif 1.1 software applications in 'C' on UNIX.
- Authored technical manuals for company products. Projects included:
 - Video capture database application for conference registration, producing photo ID badges.
 - Personnel document image management system for the Army's Personnel Division.
 - KeyX, an 'X' Window System development system and runtime environment for Intel 386- and 486-based UNIX systems with support for a variety of graphical displays, including the high resolution monochrome monitors essential to the document imaging industry.

PHOENIX TECHNOLOGIES LTD., San Jose, Scotts Valley, CA

Senior Software Engineer

November 1986 to August 1989

- Developed software side of hardware co-processor products designed to run DOS on high-end workstations under UNIX and on the Apple Macintosh II and SE. 'C' language.
- Ported Macintosh product onto a software simulator of the 80286 processor, producing an entirely software DOS emulator.

PATENT

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| Method and System for Implementing a Filter in a Data Synchronization System | 2006 |
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EDUCATION

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| B.A., Computer and Information Science | University of California, Santa Cruz |
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INTERESTS

swimming, hiking, Toastmasters, cooking, camping, marimba.