

# Charles Edward Thornton, BSCS

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I am seeking a position as a *Senior Design Engineer, Lead Developer, or Project Leader* specializing in embedded systems, real-time applications, or data acquisition development.

## MAJOR COMPUTER RELATED SKILLS

Technical Documentation 10 Years

*Editor/Author of a Book on Ruby Language Internals "Ruby Hackers Guide"*

*Section/Project Leader* 5 Years

*Senior Design Engineer* 15 Years

*Data Acquisition Systems - Real-Time Design* 14 Years

Hardware Diagnostic Software 10 Years

Linux/Unix Operations and Utilities 10 Years

*C/C++ Language* 15 Years

*Go Language* 2 Years

Ruby Language 4 Years

Python Language 1 Year

Java Language 2 Years

Digital PDP-11 Assembly 8 Years

68000 UNIX (C/Assembly) 4 Years

## WORK EXPERIENCE

### System Developer - GO and Java

**Twin Oaks Tree Service - Houston, TX – Aug 2015 to May 2016**

I developed an inventory and work order system for this company. The user interface was written in JAVA and Spring UI. It also used the Derby Data Base for record storage. I also developed a number of utility programs in GO. Java/Spring was chosen primarily because of user interface issues.

## **Technical Writing Consultant**

**PetroLink - Houston, TX – Oct 2014 to 2015**

I documented their primary software and procedures. This company primary function is to use software to monitor real-time drilling rig operations. They provide oversight of operations 24/7 and alert users of unusual conditions or faults. They also provide data interpretation services.

## **GO Programmer and Technical Writing Consultant**

**PetroDAQ - The Woodlands, TX - 2013 to 2014**

I was involved in documenting a number of their programs. These programs are complex data aggregators used on oil rigs and other related operations to consolidate multiple data streams and create WITSML Data Bases with the resulting data. Additionally, I created documentation for several hardware devices.

I worked on a Data Historian (SQL Back-end) and associated support programs. The programming was done in SQL and GO Language.

## **Software Development Consultant and Author**

**Hawthorne Press - Houston, TX - 2001 to 2013**

I worked on a number Open Source Linux Software Projects. I am currently working on a release of a programming game based on the old Scientific American Article "Core Wars". Call "Reaper's World" it contains a full-up IDE for programming game players.

Consulting contracts consisted of primarily C/C++ Work for small clients.

## **Author/Editor: Guide to Ruby Language Internals**

**("Ruby Hackers Guide" -- Originally written in Japanese)**

**("Ruby Language Explained – New Version (Partial) in Word)**

I have competed working on a book on Ruby Language Internals. The only source of information on Ruby Internals was the "Hackers Guide to Ruby" written entirely in Japanese.

## **Senior Software Development Consultant**

**Pervasive Software- 2000 to 2001**

I provided support for testing Language Versions (English, Japanese) on the supported Linux/Solaris Operating Systems. This involved installing and Administrating 12 versions of Linux (Redhat, Caldera) and Solaris UNIX. Additionally, I was responsible for Linux Regression Testing of each new version of Pervasive Software.

## **Senior Consultant**

**Schlumberger GeoQuest - 1999 to 2000**

I worked on a number of upgrade projects. The largest was creation of an ASCII Loader for Charisma Grid Data.

## **Senior Consultant**

**Landmark Graphics Corporation - 1998 to 1999**

I worked on a variety of projects leading up to the release of their latest software that was Y2K Compliant. I was primarily responsible for changes and upgrades to the Well Data Manager Program. Programming environment consisted on SUN Processors and C++ Programming.

## **Software Development**

**Hawthorne Press - 1996 to 1998**

Main Client: Celebration Computer Systems:

This company is a leader in telephone interactive response marketing products. I have been a consultant for this company for many years. I designed and implemented all of their original Software, Primarily 'C' Language.

I also designed and built all of the original hardware this company used for managing off-site equipment.

## **Section Leader**

**Positron Corporation - 1990 to 1996**

I was Section leader for data acquisition development. I was responsible for the design and primary development of the new SUN System based data acquisition software for the Positron PET Camera.

## **Senior Engineer**

**Schlumberger Well Services - 1975 to 1990**

Software engineer developing diagnostic software and data acquisition software for nuclear tools. The last tool project was the Thermal Decay Neutron Tool.

## **U.S Navy**

U.S. Navy 1968-1975 Data Systems Technician First Class

Honorable Discharge

I was responsible for the maintenance of the Navy's 3M Computer System. I additionally performed various programming tasks in the COBOL Language.

## **EDUCATION**

BS in Computer Science

University of Houston -- 1980

Spring Woods High School --1966

## **ADDITIONAL INFORMATION**

### **QUALIFICATIONS**

Twenty-five years of experience in software engineering design, programming, and project supervision. The main thrust of my work has been data acquisition and diagnostic software development.

I am also skilled technical writer documenting software, hardware and operational procedures.