

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

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 3 Years
Ruby Language 4 Years
Python Language 1 Year
Java Language 2 Years
Digital PDP-11 Assembly 8 Years
68000 UNIX (C/Assembly) 4 Year

Technical Documentation 10 Years

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

WORK EXPERIENCE

System Developer - GO, C++, and Java

Twin Oaks Tree Service - Houston, TX - Aug 2015 to Present

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.

GO Programmer and Technical Writing Consultant

PetroLink - Houston, TX - Oct 2014 to Mar 2015

This work was an extension of my work at Petrodaq, a sister company of PetroLink. I continued work on the data historian while documenting 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.

The data historian was eventually going to be used to provide data recovery of a wells long-term history.

GO Programmer and Technical Writing Consultant

Petrodaq - The Woodlands, TX - Oct 2013 to May 2014

I worked on a Data Historian (with a SQL Back-end) and associated support programs. The program was implemented in Go Language and used the Sqlite3 database as the SQL store.

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.

Software Development Consultant and Author

Hawthorne Press - Houston, TX - Jan 2001 to Sept 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. Additionally, Consulting contracts Ruby, C++, then GO.

Author/Editor: Guide to Ruby Language Internals

"Ruby Hackers Guide" and "Ruby Language Explained"

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- Feb 2000 to Jan 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

Spring Woods High School

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. Specializing in real-time systems.

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