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## **OBJECTIVE**

I am seeking a Senior Development/Lead Engineering position in the area of rich internet applications with a focus on User Interfaces and media.

## **EDUCATION**

*Georgia Institute of Technology*

M.S. in Computer Science, completed Dec. 1999

B.S. in Computer Science, completed June 1996 (Summa Cum Laude)

## **EXPERIENCE**

**Yahoo!** - May 2005 to February 2009, Senior Technical Yahoo!

### **Software Engineering**

- Developed Internet Explorer client features for the Yahoo! Toolbar versions 6-8 (ATL, C++, Javascript)
- Architect and Engineering Lead for the Toolbar v7 user layout model and a corresponding Customization API, accessible via Javascript
- Engineering lead and developer for the “My Notifications” feature for Toolbar 8
- Did initial product prototyping for Toolbar tabs under IE 6
- Developed RSS button support for Toolbar 7
- Developed a JSON library for internal Toolbar usage in C++
- Improved client Accessibility for use with screen readers and related assistive technologies, including work with Microsoft Active Accessibility (MSAA)
- Primary engineering lead for the Toolbar 7.1 US release, coordinating the team to meet release objectives
- Developed server support for Toolbar client features (PHP, Perl, C++)
- Developed PHP support for the new Toolbar Microsite (<http://toolbar.yahoo.com/>)
- Developed server side data source aggregation for the “My Notifications” feature in PHP
- Developed extensions for internal content management for Toolbar button creation and editing in PHP
- Extensive internationalization work (Toolbar ships in over 20 countries)

### **Industry Liason**

- Acted as a primary Yahoo! Engineering contact for Internet Explorer 7 and 8 add-on compatibility
- Investigated compatibility issues with pre-release builds of IE7 and IE8
- Provided feedback to Microsoft regarding ActiveX addons, including Protected Mode issues
- Provided guidance to other engineering groups regarding best practices for working with IE7/8 /Vista

**Bellsouth (Through Chemtech, Ltd.)** - August 2004 to May 2005, Senior Software Engineer

### **Project Leadership**

- Member of Architecture Team, focused on a next generation user interface services
- Defined coding standards, technology selections, revision control best practices, and software engineering methodology, such as test driven development
- Designed user interface architecture for the Bellsouth Personal Desktop initiative

### **Software Development**

- Developed custom User Interface controls, using both Windows custom control interfaces, as well as custom controls using the Qt framework
- Developed code for cross-platform deployment; Primary targets are Windows and MacOS X
- Used an ECMA script (Javascript) based embedded engine to provide scripting sandbox
- Development using C++ and the Standard Template Library, Qt, ATL/COM, HTML and Javascript

### **User Interface Design and Evaluation**

- Designed and prototyped next generation Instant Messaging services
- Utilized taped usability sessions to define user interface improvements for Bellsouth Instant Messenger
- Worked with Creative Services group to provide effective User Interface development tools for designers

**BBC Technology - July 2003 to July 2004, User Interface Team Lead**

- Led team of developers for user interface implementation
- Performed architecture planning, schedule estimates and ongoing project status reporting
- Negotiated interface functionality and design with senior ESPN management and their user populace
- Designed/implemented the Screening Support System (Triple S) for ESPN for use in broadcast workflow
- Implementation using COM, ATL, WTL and Java middleware and Quantel Digital video
- Interacted with ESPN management to determine workflow and cultural constraints
- Provided prototype UI to select user populace for feedback and revision

#### **Bellsouth.Net (Through Chemtech, Ltd.) - May 2002 to July 2003, Application Consult**

- Developed Email and Instant Messaging applications for BellSouth.Net customers
- Applications developed as COM components using C++, ATL, and Visual Studio.NET
- Used custom drawn controls, application skinning technology, and Instant Messaging protocols.

#### **Incanta, Inc. - Jan. 2000 - April 2002, Client Software Developer**

- Solo development of Incanta Music 1 and 2 resulted in \$15 million in venture capital
- Provided initial support knowledge base for Incanta Music technical support
- Interacted with Marketing and Sales to refine products to satisfy customer needs
- Personally researched and designed the Service Navigator product, from concept to headlining product
- Created version 1.0 of the client application for Incanta Music, an internet radio service for Broadband Internet users. Evolved client application to version 2.0 as the sole front-end developer. Worked with a team to develop versions 3 and 4 of the Incanta Music Player. All versions of the player were written in C++ using MFC, DirectShow and various COM components.
- Developed the Service Navigator, an extension of Internet Explorer that acted as a starting point for end users to interact with Incanta applications and services. The Service Navigator included an embedded ActiveX version of the streaming music service. Components developed in C++ using COM and ATL.
- Designed the interface for the Incanta Music player based on proven UI principles and guidelines. Evaluated the interface in a usability testing facility using cognitive walkthrough and think-aloud techniques. Collected observations and performed iterated designs on the interface.
- Provided ongoing expertise for interface revisions for the Incanta Music player and other applications.

#### **Interactive Media Technology Center - June 1999 - Dec. 1999, Graduate Research Assistant**

Developed a gesture recognition engine for use with a novel input device called the Haptic Lens using DirectDraw and DirectShow in Windows 98.

#### **Nortel Networks - June 1996 - September 1998, Member of Scientific Staff**

Designed and developed user interfaces for Network Management interfaces (workstation and embedded) for Nortel networking equipment. Developed in C++ on a Unix platform.

### **SKILLS**

- Significant software development experience in industry, with extensive work with Object Oriented Analysis and Design techniques.
- Software deployment in highly failure intolerant environments. Recent development targets a wide range of consumer Windows platforms.
- Experience with Human-Computer Interaction research and usability evaluation techniques.
- User Interface software design experience in C++ (UNIX/Windows) as well as Java AWT/Swing.
- Applications in Ubiquitous Computing (portable devices, wearable computers, augmented reality).
- Experience with issues in network multimedia streaming, such as media buffering management related performance issues.
- Computer Vision Techniques and their application.
- 2D/3D Computer Graphics and image processing concepts. Experience with OpenGL and DirectX.
- Experience with Multithreaded Programming and Real Time systems on multiple platforms.

### **LANGUAGES AND ENVIRONMENTS**

- C++/C (Expert), COM and ATL(Expert), iPhone Dev (Objective C and Cocoa, Cocoa Touch, UIKit etc.), C# and .NET, Microsoft Foundation Classes (MFC), HTML, JavaScript, CSS, Python, PHP5, OpenGL, DirectX (DirectDraw, DirectShow, DirectSound), Java and Swing, Common Lisp
- Source control: CVS, Subversion, Perforce, ClearCase, SourceSafe
- Windows 98/NT/2000/XP, MacOS X, Linux, FreeBSD, IRIX, HPUX, Solaris/SunOS