

Todd Allan Shortlidge

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Education

Brown University — Providence, RI — *Computer Science, B.S. expected May 2009*

Work Experience

Apple, Inc. — Cupertino, CA

Software Engineering Intern (Summer 2008)

- Built an internal system to manage and access application “sessions” running on network bootable images of Mac OS X, designed to simplify triaging binary compatibility bugs.
- Wrote a Cocoa client application and PHP / MySQL based server.

Cisco Systems — San Jose, CA

Voice Technology Group Operations Intern (Summer 2007)

- Worked independently with a team of interns to develop a method of tracking and managing the use of third-party code in company products.
- Received a Cisco Achievement Program award for quick and effective work on this project.

Brown University C.S. Department — Providence, RI

Systems Programmer, Operator, and Consultant (September 2008 - Present)

- Assisting the department’s professional technical staff in administrating hundreds of Linux and Windows workstations and servers. Serving as primary after-hours support for users.

Teaching Assistant (January 2007 - Present)

- Designed and graded assignments, held office hours, and conducted lab sessions for a basic CS course aimed at engineers, an introductory CS theory course, and an operating systems course.
- As the head TA for Introduction to Scientific Computing, hired and managed staff in addition to making decisions about course content with the professor.

Freelance Web Application Design — Woodstock, VT

<http://redhawk ltd.net> (January 2007)

- Independently designed a PHP / MySQL web application that is used daily to manage photos associated with insurance claims for a small environmental consulting company.
- Application has over 80 active users and a database containing hundreds of photos.

Projects

Operating Systems — *Weenix*: Wrote a simple, multi-threaded, Linux-like operating system in C.

Implemented a scheduler, the Virtual File System abstraction layer, the S5 file system, and virtual memory.

Distributed Systems — *BayouDocks*: With a partner, designed a collaborative document editor based on the Bayou protocol, leveraging Java’s Remote Method Invocation technology.

Systems Programming — *Bonjour File Sharing*: Codeveloped and implemented a multi-threaded file-sharing application in C++ using Bonjour to discover peers on a local network.

Technology

- Programming Languages: Objective-C / Cocoa, Java, C, C++, Perl
- Web Applications & Design: PHP, MySQL, XHTML, CSS, JavaScript

Hobbies

Writing and playing music for guitar, snowboarding, rock climbing, ultimate frisbee.