



Seth Willits

Independent Developer

Objective

Through a programming position, I wish to expand on my current knowledge and experience as well as enhance my already-existing skill set. Through teamwork and innovation, I want to contribute to a group of highly motivated individuals seeking to create quality software which stands out from all others by its attention to detail, useful features, appealing interface, and powerful simplicity.

Work Experience

Founder, Araelium Group; Anaheim Hills, California — 2005-Present

Development of high quality software specifically designed for Mac OS X using the latest Cocoa technologies. Araelium Group's flagship product Araelium Edit is a text editor with project management features specifically designed for web and scripting developers. Araelium Group's main commercial application is currently Screenflick, a popular screen recording application.

www.araelium.com

Consultant, Terben, Inc.; Studio City, California — 2006-Present

Data aggregation automation for multi-agency sharing of housing, health, education, and legal data used in the care of foster children. <http://www.fosteryouth.info/>

Consultant, REAL Software, Inc.; Austin, Texas — 2004-Present

Custom software development using REALbasic for in-house tools, examples, tutorials, and product support email.

Sole-Proprietorship, Freak Software; Orange, California — 1999-2005

Design and development of small apps, utilities, plugins, and custom classes for Mac OS 9, Mac OS X, and Windows environments using a variety of tools and programming languages, and numerous custom programming and consulting jobs.

Columnist, ResExcellence.com — 2003-2006

Author of weekly news and articles targeted for novice to professional REALbasic developers on an ever-widening array of topics.

Columnist, REALbasic Developer Magazine — 2002-2003

Author of question and answers section targeted for novice to professional REALbasic developers.

Education

California State University, Long Beach — 2003-2007

Baccalaureate Degree Computer Science. GPA 3.717

Five time recipient of President's Honor List.

Savanna High School, Anaheim California — 1999-2003

High School Diploma, 3.72 GPA.

Received two Governor's Scholarship Program awards.

Screenflick is over 25,000 lines of Cocoa code.

Araelium Edit currently has over 68,000 lines of custom Cocoa code, 11,000 lines of licensed code, and 130,000 lines of 3rd party open source code.

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- Xcode & IB
 - REALbasic
 - Subversion
 - MySQL, SQLite
 - Adobe CS
 - Microsoft Office
 - Visual Studio

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- Cocoa, Objective-C
 - C, C++
 - REALbasic
 - Ruby
 - PHP
 - XHTML, CSS



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Apple Worldwide Developers Conference — 2004, 2005, and 2006

Student scholarship recipient.

Development Experience

I've been using computers for as long as I can remember, and over the years I've learned how to use a lot of programs and programming languages. The development tools I'm have the most knowledge about are Xcode & Interface Builder and REALbasic, though I've also used Codewarrior and Visual Studio, and even some crazy tools like ISEE Xilinx and Matlab. I'm fluent in Cocoa using Objective-C, C, C++, and REALbasic, mostly programming with Cocoa and REALbasic these days, but I'm also familiar with or experienced in Carbon, PHP, HTML, XML, and CSS. Although I'm far from a command line junky, I am familiar with the Unix command line, and have some dabbling in GDB and GCC directly through it.

Honors and Awards

- Rated a 4.5 out of 5 by REALbasic Developer magazine for freely available code examples, plugins, class, modules, and assistant applications.
- Numerous Golden State Exam awards from the state of California for "honors" or "high honors" academic recognition in subjects including Physics, Chemistry, Math, and History.

Interests and Hobbies

Most recently I've started participating in amateur road course auto racing and enjoy almost all forms of motor sports racing, specifically, watching Formula 1 and Champ Car World Series races. General interests of mine include RC cars, WWII, government conspiracies, video games, performing percussion/drums (I was in band for 6 years including the marching band and jazz band, both of which were known for their excellence in performance and competition), film, artificial intelligence, robotics, generally playing with gizmos and gadgets, and of course software development.

Referrals

Geoff Perlman, CEO of REAL Software, Inc.

(512) 328-7371