

DAVID POLL

SUMMARY OF QUALIFICATIONS

David Poll is a skilled and ambitious professional software engineer with experience designing, developing, and delivering software with high quality and visibility. In addition to his work experience, David is a Siebel Scholar and has developed several applications for mobile phones to support his interests and hobbies.

Key Areas: Software development; rich mobile and web applications; line of business applications; platform, SDK and API design and development; feature design and specification; project management; developer platform evangelism

Programming languages: C#, XAML, Java, C++, C, Visual Basic.NET, PHP, Python, HTML, Javascript, Scheme

WORK EXPERIENCE

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|--|--------------------|-------------------|
| April 2011-Present | Google | Mountain View, CA |
| Software Engineer 3 – Chrome | | |
| <ul style="list-style-type: none">Architected and led implementation (along with 2 other engineers) of an Android application that would provide critical data about user behavior | | |
| October 2010-March 2011 | Microsoft | Mountain View, CA |
| Program Manager II – Speech @ Microsoft (Voice Recognition and Generation Platform) | | |
| June 2008-September 2010 | Microsoft | Redmond, WA |
| Program Manager – Silverlight (Web Client Application Framework/Platform) | | |
| <ul style="list-style-type: none">Planned, designed, and drove execution of teams of 3 to 7 engineers responsible for several feature areasCommunicated with the developer community through a blog, forums, and mailing listsConducted product presentations and demonstrations for customers and developers at conferences such as MIX and PDCReceived a Gold Star award for successfully delivering a key, high-risk feature for the product | | |
| May 2007-August 2007, | | |
| May 2006-August 2006 | Microsoft | Redmond, WA |
| Program Manager Intern – Acropolis (Composite Client Application Framework for WPF) | | |
| <ul style="list-style-type: none">Created specifications for and drove execution of new features and samples into the framework for creating applications from reusable blocks of user interface and functionality | | |
| August 2006-May 2007 | UC Berkeley | Berkeley, CA |
| Undergraduate Student Instructor for CS 61C | | |
| <ul style="list-style-type: none">Conducted discussion sections and lectured for introductory Computer Science course | | |
| January 2006-May 2007 | UC Berkeley | Berkeley, CA |
| Computer Science Self-Paced Center Tutor | | |

EDUCATION

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| January 2008-December 2008 | University of California, Berkeley |
| M.S. in Computer Science - Overall GPA: 3.9 | |
| August 2005-December 2007 | University of California, Berkeley |
| B.A. in Computer Science - Overall GPA: 3.8, Graduated with High Honors | |

RESEARCH

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| January 2008-December 2008 |
| UC Berkeley ParLab |
| <ul style="list-style-type: none">Investigated techniques for parallel software verification through instrumentation |
| January 2006-December 2007 |
| Gamescrafters (Computational Game Theory Undergraduate Research Group) |
| <ul style="list-style-type: none">Led and advised group (August-December 2007) |
| November 2003-2007 |
| JAM*Tester (http://www.jamtester.com) |
| <ul style="list-style-type: none">Developed a tool for teachers and students for automating the grading and testing of Java programming assignments which was incorporated into the AP curriculumComposed a research paper entitled “Unit Testing Enhances Teaching and Learning of Computer Science” |