

JOHN SROKA

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OBJECTIVE To work in Software Engineering, or an allied field, in which my problem solving, computer, and people skills can make a valuable contribution. My goal is to facilitate a simple and productive computing experience that enables users to focus their time and energy on their appointed tasks.

SKILLS *Applications:* Adobe Dreamweaver, Photoshop and Illustrator, Cadence OrCAD PSpice, Aldec Active-CAD, Wind River Tornado and pRISM+, MG-SOFT MIB Browser, Borland StarTeam, PVCS Tracker, Microsoft Visual SourceSafe and Office (Access, Excel, Outlook, PowerPoint, Visio & Word)

Operating Systems: Experienced in using Apple Macintosh (OS 9 & X), MS-DOS, Microsoft Windows (NT, 2000 & XP), UNIX (bash shell scripting, awk, sed and Perl), Solaris, iRMX, VxWorks, pSOS and Novell NetWare

Programming Languages: assembly, C, C++, Java, SQL, PHP, HTML, XML, SNMP, VHDL, PL/M, UML, Microsoft Visual Basic and Microsoft Visual C++ (OpenGL & MFC)

Web Development:

- PayPal Certified Developer
- Experience with WordPress blogs, phpBB forums, zenphoto galleries, osCommerce, X-Cart & Zen Cart shops and various webmail applications
- CSS/HTML content formatting/editing and PHP programming/debugging
- Domain name registration, hosting services and search engine optimization/submission
- Ongoing site maintenance and other related webmaster/content manager services: font/creative assets management, technical service and support

EXPERIENCE **John Sroka Technical Services** **New York, NY**
Software Engineer / Consultant / Technical Service Provider 2004 to Present

Provider of custom software solutions, professional services and technical assistance

- Administrate, configure and debug MySQL databases for websites
- Complete blog, forum, gallery and shopping cart (e-commerce) customization and integration
- Implement spam reduction measures in comments, e-mail, forums and galleries using Akismet, SpamAssassin and custom mods
- Keep web-based software applications up to date and running smoothly
- Provide technical assistance in the upkeep and maintenance of computer hardware and software regardless of platform and OS
 - *Clients:* Seescapes Publishing, Modern Ketubah, Tara Sroka Designs, Heather Milano Designs, Finger Lakes Securities, LLC, Stuyvesant Town-Peter Cooper Village Tenants Association, Physicians' Research Network, Tenants Political Action Committee, Pink Ink Studios

Tokio Marine Management – Claims Service **New York, NY**
Claims Service Associate 2006

Performed beta testing of the client's new claims handling software

- Applied knowledge of Visual Basic GUI design and application usability
 - Used Rational RequisitePro software to track that all requirements were implemented properly
- Researched and processed medical claims for payment using the company's internal data entry, filing and retrieval processes
- Served as point of contact both internally and externally for general claims service and bill resolution issues

Oxygen Media – Creative Services
Creative Services Consultant

New York, NY
2005

Improved the workflow of print and on-air production artists

- Applied knowledge of fontography and Macintosh font management software
 - Extensis Suitcase Server X1 (font server and asset management software) running on Macintosh OS X
- Classified and organized the font collection used by production artists with regards to their specific usability needs
- Customized the font management software to aid in the handling of the department's font collection

Real Time Enterprises, Inc. – Current Engineering
Software Engineer

Rochester, NY
2001 to 2003

Developed and debugged FDA compliant software upgrades to provide new/additional features for Johnson & Johnson medical laboratory chemistry analyzers

- Applied knowledge of developing and debugging C software
 - PL/M and C software developed on a Sun workstation running Solaris and compiled for iRMX in DOS
- Learned PL/M programming language and integrated upgrades into pre-existing PL/M and C code
- Learned how to control the software using the iRMX embedded/real-time operating system
- Modified the analyzer's GUI to take advantage of all newly added features

Questra Corporation – e-Appliance Solutions Team
Consultant

Rochester, NY
2000 to 2001

Retrofit a new embedded software architecture into Sharp Labs of America's next-generation networked digital imager

- Applied knowledge of the C programming language and my Computer Engineering degree
 - Implemented the Integrated Print Systems (IPS) architecture for a MIPS processor running pSOS
- Learned how to analyze and break apart existing software and adapt it through methodical development and debugging
- Researched Adobe Type 1 and CIDFont formats to enable printing of international character sets
- Aided in implementing and debugging the SNMP agent for easier remote monitoring and management of the imager and its supplies

Eastman Kodak Company - Research & Development
Software Engineer Intern

Rochester, NY
Summer 1998 & 1999

Designed and developed software for a high volume lenticular printer prototype

- Applied knowledge from software engineering coursework
 - Learned Visual Basic and used it to construct a GUI which interacts with external hardware components
- Created custom user controls using Adobe Photoshop and Illustrator for a consistent and intuitive end-user experience
- Created a printer simulation DLL in Microsoft Visual Basic and integrated Microsoft Access databases using SQL to record and display statistics and errors
- Developed an efficient, robust communication protocol between a Delta Tau PMAC-PC servo motion controller and Windows NT
- Tested the protocol over RS-232 to establish reliability over extended periods of time and ported it to C for use on VxWorks

EDUCATION

Clarkson University

Potsdam, NY

Bachelor of Science in Computer Engineering

May 2000

- Designed and implemented a traffic light controller's on-board intersection configuration software
 - Used an emulator to develop and debug low-level C code for an Intel 8088 processor
 - Designed a GUI to configure and monitor the status of the controller
 - Developed a communication protocol over RS-232 between the controller and a Windows based traffic simulator coded in Java
- Developed a networked card game for Windows using C++ utilizing MFC for the user interface and WinSock for TCP/IP communications