

Casey Maloney Rosales Muller

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education

Massachusetts Institute of Technology, 1998-2003. Cambridge, MA.
Master of Engineering in Electrical Engineering & Computer Science, May 2003
Bachelor of Science in Computer Science & Engineering, May 2003
Bachelor of Science in Comparative Media Studies, May 2003

Graduate GPA: **4.8**/5.0, Undergraduate GPA: **4.2**/5.0
GRE: Verbal: **700**/800, Quantitative: **790**/800, Analytical: **800**/800

The Thacher School, 1994-1998. Ojai, CA.
National AP Scholar, National Merit Finalist. The Summer Science Program, 1997.
SAT: Verbal: **800**/800, Math: **770**/800

industry experience

Jamglue.com Seattle, WA.
co-Founder, 2006-present.

- * Idea for social music network selected for Y Combinator mentorship, Summer 2006.
- * Built and scaled the site from scratch with less than \$100k of total funding, including Y Combinator seed money.
- * Involved in every aspect of founding Jamglue.com: idea, funding, engineering, design, marketing, and maintenance. Launched December 2006.
- * Used Ruby on Rails, MySQL, Flash, Amazon S3/EC2, Javascript, svn, apache, red5, lucene and open source audio processing tools to build an innovative online music remixing community and tools.
- * Trailing 30-day statistics from April 2008: 750k uniques, 2.2M visits, 18.5M pageviews, 80 Terabytes streamed, \$17k advertising revenue.

Rhythm & Hues Studios Los Angeles, CA.
Software Engineer, 2003-2005.

- * Added features and fixed bugs in C++ Linux compositing software actively used in a real production environment on major movies.
- * Tackled and resolved long-standing engineering issues as a junior programmer. Productive contributor from the first month.
- * Refactored and improved a large quantity of code for a rewrite from legacy BX/ViewKit/Motif with Irix roots to a modern Qt Linux application. Collaborated with artists to determine accompanying changes to design and function.
- * Fixed and took ownership of shared libraries. Participated in code reviews, used CVS and custom bugtracking software.

Microsoft Games Studios - RAT Group Redmond, WA.
Software Design Engineer Intern - Mythica, Summer 2002.

- * Worked on DirectX graphics engine in Visual C++ for innovative norse-themed MMORPG on PC.
- * Wrote custom vertex and pixel shaders with artist input on aesthetics. Made icy objects and snow sparkles.
- * Participated in code reviews, design meetings; used SourceSafe and Project Studio.

*personal
web projects*

Selected solo projects. 5 to 500 hours each for invention, design, and implementation.
FeedSalon.com, December 2007-present. Python, Javascript (jQuery), and Ruby
Web presence aggregator that brings together RSS feeds from disparate sources.
casey0.com/null-terminated.com, June 2004-present. Perl, Javascript
Personal blog, 30GB of photography, minor explorations and writing
Feedcomb.com, March 2008-present. Javascript (jQuery)
Hides visited links in RSS feeds based on Javascript browser history sniffing.
RankedIndex.com, April 2008-present. Ruby, Javascript (jQuery)
Grouped traffic rankings for friendly competition.
instantmassive.com, launching soon. Javascript (jQuery), Python, Ruby
Simple massive web games.

*academic
experience*

NYU Media Research Lab New York, NY.
Research Assistant, 2005-2006.

- * Designed and built graphical and audio applications for novel interfaces.
- * Created games, musical instruments, and educational tools, exhibited at the New York Hall of Science and SIGGRAPH 2006.
- * Helped to design biological visualization tools with Biology department researchers.

MIT Media Lab: Media & Networks group Cambridge, MA.
Research Assistant, 2002-2003.
Undergraduate Researcher, 1998-2002.

- * Developed research projects, oversaw production and hiring/managing of undergrads.
- * Programmed research projects in C/C++, Java, Perl, and Isis/Scheme. Solved problems using OpenGL, DirectX, TCP/IP, SQL, video capture, MPEG decoding, data hiding, and physical interfaces under Linux, Windows, Digital Unix, and PIC and 8051 processors. Managed code with CVS. System administration.
- * Created unique interactive installations to demonstrate concepts, including: a robotic air-hockey table, an intelligent tablecloth with sensors and buttons embroidered in conductive thread, an early wearable mediajacket with embedded PC/104 computer, and a lasertag-controlled media library.
- * Designed, fabricated, and soldered digital circuits. Designed and fabricated cases and connectors.
- * Collaborated with several technical groups including managerial tasks. Created visuals and presentations.

MIT Media Lab: Interactive Cinema group Cambridge, MA.
Independent Study in Visual Effects, Spring 2003.

- * Created visual effects software in C++ and MEL. Digital grader/ video corrector, crowd animation system.
- * Shot video and employed Maya, Premiere, Mental Ray to create effects.

Associate Advisor for "Evolving Documentary", 1999-2000.

- * Helped run video documentary seminar for incoming freshmen, taught Media 100.

MIT Information Systems: Network Security Team Cambridge, MA.
Student Staff, 2000-2002.

- * Assisted in detection and repair of security holes. Responded to intrusion reports.

hobbies

photography, basketball, bass guitar, game design, filmmaking, electronic art, design.