

# Kevin Riggle

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- WORK EXPERIENCE**
- Contract Software Development**, Somerville, MA  
*Self-employed; July 2011 - present*  
Building an online membership database for a fan organization, in Python and Django. Maintaining client relations and managing workload and costs. Promoting the service and consulting with potential customers on their needs and budget.
- E la Carte, Inc.**, Palo Alto, CA  
*Systems Engineer; full-time March 2011 - July 2011*  
Wrote and tested code to integrate with Aloha point-of-sale system payment processing. Designed and implemented a new server architecture. Provided architectural guidance.
- ITA Software, Inc.**, Cambridge, MA  
*Technical Consultant, Implementation & Technical Services; full-time June 2010 - March 2011*  
Provided pre-sales support to ITA's prospective QPX flight search service customers. Created custom flight search APIs for ITA's airline customers using ITA's Boombox middleware layer and assisted customers in integrating and deploying the APIs into their existing infrastructure.
- StreamBase Systems, Inc.**, Lexington, MA  
*Software Engineer, Runtime Group; full-time June 2008 - August 2009*  
Developed features and fixed bugs in the core of the product (a compiler and runtime environment). Collaborated with UI designers to provide features which met customer needs. Helped add a list datatype to the language, the runtime, and the C++ client API. Designed and implemented a Python client API based off SWIG.
- EDUCATION**
- Massachusetts Institute of Technology**, Cambridge, MA  
*Computer Science (Course VI); attended 2004-08, 2009-10.*
- RELEVANT COURSE-WORK**
- Laboratory in Software Engineering (6.170)** *Fall 2005*  
Building large software systems using tools like abstraction, modularity, design patterns, and object-orientation. User-interface design and programming. Culminates in a large software project undertaken by a group of three to four students.
- Operating System Engineering (6.828)**, *Fall 2007*  
Designing and implementing operating systems, with a focus on UNIX-like operating systems. Lab work implementing JOS, an exo-kernel, on x86.
- Computer System Engineering (6.033)**, *Spring 2007*  
Understanding the engineering of computer hardware and software systems through case studies, with two design projects and extensive written communication exercises.
- SKILLS**
- Environments:** Linux, UNIX, Mac OS X, and Windows.
- Programming Languages:** Java, Python, C++, C, Perl, Scheme, 8051 Assembly, x86 Assembly, Matlab, POV-Ray.
- Programming Tools:** Eclipse, JUnit, vim, Git, Subversion, GNU Emacs, SWIG.
- Hardware:** Experience programming microprocessors and support chips; breadboard prototyping; soldering; use of multimeter, function generator, and oscilloscope.
- Other:** Licensed amateur radio operator (KB1QEF).
- LEADERSHIP EXPERIENCE**
- MIT Science Fiction Society**, *Spring 2004 - Present*  
President and Skinner, head librarian for a 60,000 volume collection, the largest of its kind in the world, from May 2006 to May 2008. Assistant Libcomm thereafter.