

EDGAR LEE

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EXPERIENCE PLASTIC LOGIC, INC.
Principal Software Engineer
July 2008 to Present

www.plasticlogic.com
Mountain View, California

Developed the Home Application for the Plastic Logic eReaders. The application lets users open, manage and prioritize their documents on the device. It was written using Android for the Linux based device and the Microsoft Platform SDK for the Windows CE based device. In addition to developing the software, played an integral role in designing the UI for the application and the entire system.

Helped lead and mentor a team of engineers in developing all the applications for the Plastic Logic eReader. This included application design, defining roles, assigning tasks, and assisting in any technical issues.

Created several applications for the Windows CE based Plastic Logic eReader. They include a calendar application, a store for purchasing books online, a notification manager, and a drop box application for USB connectivity. Also created a UI toolkit used as the foundation for every application, which provided a consistent look and behavior across the entire system.

TAKE IT EASY!

February 2012

<http://itunes.apple.com/app/id554612639?ls=1&mt=8>

Designed and created a fun and challenging puzzle game for iOS devices and sold on the Apple App Store. Software, game design, and artwork was created entirely on my own. The game has received numerous glowing reviews and was even featured in iTunes New & Noteworthy section. The game is currently rated 5 stars in the App Store and has placed in the top 20 in the Board and Puzzle Game charts.

Features include a universal app with support for Retina displays (iPad and iPhone), up to 4 player local and online multiplayer, and Game Center achievements. The game was written in Objective-C using the Cocos2D framework and produces beautiful animation and utilizes advance particle emitters.

PAR OUT GOLF

April 2011

<http://itunes.apple.com/us/app/par-out-golf/id424759990?mt=8>

Created a golf game with an enjoyable new twist for iOS devices. The game play offers a unique golfing experience to even diehard golf fans. Sold on the Apple App Store, the game is currently rated 4.5 stars and has received wonderful reviews from some of the biggest iOS review sites. The game has even been featured on iTunes New & Noteworthy section. The game was written in Objective-C and uses the Cocos2D framework.

PALM, INC.

Senior Software Engineer

May 1999 to July 2008

www.palm.com
Sunnyvale, California

Designed and wrote the Photo Viewer application for Palm's Linux based device, Foleo. The application allows users to view JPEG, GIF, and PNG files and offers a slideshow mode for automatic playback. Invented special algorithms to update the view quickly and handle low memory conditions. This was a common problem when dealing with large sets of image files especially with a limited amount of memory. The software was written in C and uses Palm's custom toolkit library and DirectFB for the graphics system.

Developed the Mediaview application for Windows Mobile smartphones. The application lets users quickly browse images on their phones and provides a full-screen view with fast zooming and panning capabilities. Because the application uses multiple threads to process the images and cache thumbnail data, it produces a very fast and responsive experience. The software was written in C++ using the Microsoft Foundation Class Library and the Windows Mobile 5.0 SDK.

Wrote the Palm Quick Install application for the Windows platform. The application lets users

queue up software, images, and data files for transferring to Palm OS devices. Also created a plug-in system for letting users preview certain file types before installation. This application was written in C++ using the Microsoft Foundation Class Library.

Designed and led a team of engineers to develop the Palm Desktop software for the Windows platform. The application includes a suite of Personal Information Manager (PIM) software for helping users manage their contacts, calendar, tasks, and memos. Also built into the application was a way for users to completely customize the appearance of the application. The software was written in C++ using the Microsoft Foundation Class Library.

FLASHPOINT TECHNOLOGY, INC.

Senior Software Engineer
February 1997 to March 1999

www.flashpoint.com
San Jose, California

Developed several C++/C applications and games for FlashPoint digital cameras using the Digita operating system. Applications include, Digita File, Photo Slideshow, Photo Jigsaw, and several games. Assisted in the design and development of an object-oriented framework to be used by third party developers.

Designed and wrote the Macintosh host software for FlashPoint digital cameras. Created an extensible architecture for building custom user interfaces and camera components. Responsible for defining the entire user interaction and user experience with the camera's host software and its various components.

THE 3DO COMPANY

Staff Engineer
September 1993 to January 1997

www.3do.com
Redwood City, California

Developed the font technology for the 3DO Opera and M2 operating systems. The font technology provides bitmap text imaging and supports rendering of anti-aliased text on television. Developed the Kanji font libraries for supporting Japanese title development.

Designed and wrote several Windows and Macintosh font applications for third party and in-house 3DO title and game development. Developed several graphic and video editors based upon the TEA plug-in architecture for creating, editing, and rendering textures on 3D models.

Designed and created the Transition Effects Architecture (TEA) authoring system. The system consists of a Macintosh application with an extensive user interface and a plug-in architecture to provide storyboard and presentation creation, editing of transition effects and interactive preview of various data types on television.

APPLE COMPUTER, INC.

Imaging & Graphics Engineer
July 1991 to July 1993

www.apple.com
Cupertino, California

Designed and wrote the "AppleCD Audio Player." The Macintosh application plays and controls audio compact discs from a CD-ROM drive and shipped with all Macintosh computers prior to OS X.

Designed, wrote and licensed "EDTV." This Macintosh application provides a unique software interface to play and manipulate QuickTime movies. Licensed by CD-ROM Galleries, Inc. and sold in the U.S. and Japan.

Headed the QuickDraw technical support for Apple's worldwide developers. Responsible for handling and resolving QuickTime, QuickDraw GX Graphics/Typography, and Human Interface programming and debugging issues.

JOHNS HOPKINS APPLIED PHYSICS LABORATORY

Software Engineer
December 1987 to June 1990

www.jhuapl.edu
Laurel, Maryland

Designed and wrote several tactical graphics applications for the U.S. Naval Aegis Cruiser *USS Leyte Gulf* and the aircraft carrier *USS Theodore Roosevelt* on a Sun Workstation. Developed a graphical plotting program to perform data analysis on the E-System Phased Array Radar for the Cooperative Engagement Capabilities Project.

Developed a Sun Workstation application to create and display simulated real-time and over-the-horizon (OTH) tracks for the Aegis Display System. Wrote software to display information obtained from geographical databases on a Sun workstation.

SKILLS

Experienced in C++, C, Objective-C, Java, Cocos2D, and Pascal. Developed on Android, iOS

Windows, Macintosh, and Linux operating systems. Experienced with Eclipse, Xcode, Visual Studio, MPW, Metrowerks CodeWarrior, and Think C.

EDUCATION DREXEL UNIVERSITY, Philadelphia, Pennsylvania
Bachelor of Science in Electrical Engineering

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY, Baltimore, Maryland
Four Year Full Scholastic Achievement Scholarship

PUBLICATIONS

"Graphical Truffles: Animation at a Glance," E. Lee
develop: The Apple Technical Journal, Issue 12, December 1992.

"Graphical Truffles: The Palette Manager Way," E. Lee and F. Tanaka
develop: The Apple Technical Journal, Issue 13, March 1993.

PATENTS "User Interface for Presenting a List of Thumbnail Items Associated with Media Items"
Filed July 2007, Patent Pending

"Display Screen Of A Digital Camera Or Other Similar Device With Thumbnail Images And Simulated Keyboard"
Filed October 1998, Patent Pending

REFERENCES Available upon request.