Ronald Hale-Evans

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Skill Highlights

Programming

C, C++, C#, Perl, Python, QML, JavaScript, JSON, Java, Eclipse, JUnit testing, XML, SGML, HTML, AppleScript, SQL, PostScript, Forth, Linux, Unix, Mac OS X, GCC, literate programming (Doxygen, Javadoc, FunnelWeb), agile development

Applications

TeX, LaTeX, FrameMaker, DxStudio, DocBook, DITA, QDoc, XMetaL, MS Office, RoboHelp, Apache, GNU Emacs, GIMP, Acrobat,

Content Management Systems

GitHub, Confluence, SharePoint, MediaWiki, OddMuse, MoinMoin, Blosxom

Experience

Programmer Writer

The Walt Disney Company (December 2016—February 2017) via Randstad Technical
- o Developed and partially implemented plan to streamline and improve the documentation system.
- o Documented RESTful APIs.
- o Researched old and new APIs for function and relevance.
- o Revised broad segments of documentation to eliminate obsolete code elements.

Microsoft Research (May 2016—July 2016) via Steyer Associates
- o Wrote and edited API documentation in Markdown for the open source BBC micro:bit project.
- o Created multiple code examples for the micro:bit in JavaScript.
- o Committed all documentation to GitHub. Filed, tracked, and resolved issues in GitHub as well.
- o Tested all code samples on embedded micro:bit hardware.
- o Rewrote technical documentation to make it suitable for children and teenagers.

Dolby Laboratories (November 2015—February 2016) via ASK Staffing
- o Wrote "getting started" tutorial for developers and standalone sample app for Dolby Conference Phone.
- o Surveyed and renamed Dolby Conference Phone QML APIs for public use.
- o Added new features to Dolby Conference Phone official demo app.

Microsoft Corporation (February 2015—October 2015) via Entirenet and Prowess Consulting
- o Documented internal tools for Microsoft developers, administrators, and end users.
- o Updated SQL Server Analysis Protocol specification from XSD.

Microsoft Corporation (July 2012—January 2015) via Northwest Connection Services
- o Acted as lead writer for Xbox Music Service documentation and Windows 10 Developer Preview release notes.
- o Wrote Xbox code samples in C#, JavaScript, and Perl.
- o Documented Xbox LIVE RESTful Web services, keeping documentation current as technology advanced.
- o Documented Windows Handheld APIs and related material.
- o Met frequently with developers and development teams to negotiate documentation changes.
- o Checked that developers' code samples were correct, debugging when necessary.

Microsoft Corporation (December 2010—June 2012) via Prowess Consulting
- o As part of the Microsoft Openness and Interoperability Principles Initiative, documented compliance of Microsoft SQL Server's Transact-SQL language with ISO SQL:2008, and with W3C XML standards.
- o Was responsible for writing documentation on every SQL:2008 feature as implemented in Transact-SQL.
- o Generated metrics for XQuery documentation effort.

Microsoft Corporation (April 2009—April 2010) via Volt Technical
- o As member of Microsoft Protocol Content Team, wrote and edited communications protocol specifications in compliance with U.S. Department of Justice and European Union antitrust rulings.
- o Communicated frequently with architects and engineers on the product teams, to ensure documentation accuracy and adherence to the standards of both Microsoft and external government entities.
- o Provided expertise on both open standards and proprietary protocols, such as FTP and DRM licensing.

Senior Specification Writer

The Linux Foundation (May 2008—February 2009)
- o In the Linux Standard Base effort, extensively specified new calls for Linux ABI (application binary interface), including kernel calls.
- o Co-authored widely-cited Linux Foundation study of monetary value of Linux operating system, (*http://www.linuxfoundation.org/publications/estimatinglinux.php*).
- o Wrote new tools in Perl for generating documentation automatically.
- o Wrote documentation for other users about how to use the Linux Standard Base toolchain.
- o Debugged existing documentation toolchain.
- o Edited errata for previous versions of the Linux Standard Base.

Programmer Writer

SchemaLogic (September 2007—April 2008)
- o Documented 3 separate APIs as sole SDK writer in the company, including writing completely new SDK.
- o Wrote programming primer for company products.
- o Coordinated efforts from offshore team creating hundreds of programming samples for multiple APIs.

Insightful Corporation (July 2007—August 2007) via Star Technical
- o Created small SDK for new statistical analysis software.

Microsoft Corporation (May 2006—April 2007) via Volt Technical
- o Worked on AppleScript reference documentation (Macintosh Business Unit) and created SDK for database synchronization (SQL Server Group).
- o Researched and documented migration methods from Visual Basic to AppleScript.
- o Wrote Perl software that converted over 1,000 SDK reference topics from HTML to XML.
- o Established new standards for front matter in reference manuals.

SchemaLogic (January 2006—May 2006)
- o Documented existing APIs with Javadoc.
- o Wrote sample code in Java for metadata integration system, including JUnit tests.
- o Expanded SDK developer guide for new version of software.

Author

April 2005—January 2006
- o Wrote 300-page book entitled *Mind Performance Hacks: Tips & Tools for Overclocking Your Brain* (published March 2006). Wrote and researched approximately 80% of content; contracted and managed a team of contributors and reviewers. As of Feb. 2017, book has sold approximately 100,000 copies worldwide, in six languages.

March 2009—August 2011
- o Co-authored 400-page sequel to *Mind Performance Hacks*, *Mindhacker* (published September 2011). Wrote large percentage of content; contracted and managed team of contributors and reviewers.

Technical Writer

Open Interface North America (May 2003—April 2005)
- o Documented Bluetooth embedded protocol stack API using Doxygen literate programming application.
- o Redesigned existing SDK and source code documentation structure; wrote postprocessor scripts in Perl to customize documentation architecture.
- o Acted as sole documentation professional for the second half of my time at OINA, performing essentially all documentation tasks, including non-technical material such as brochures and press releases.

Programmer Writer

GNU Project/Free Software Foundation (January 2001—April 2003)
- o Wrote commissioned book-length manuscript of *The GNU C Programming Tutorial* for commercial publication, based on older textbook donated to the Foundation. Published in ebook format, still available and in use.
- o Wrote *The GNU Style Guide* to provide a solid basis for contributors to GNU Project documentation.

LithTech, Inc. (July 2000—October 2000)
- o Built a literate programming engine in Red Hat to extract comments from C++ headers and produce an API reference manual. This entailed locating and learning a core application (Doxygen), then developing custom pre- and post-processing Perl scripts to reformat L^{A}T$_E$X documents produced by Doxygen.
- o Documented the above engine, simplified it to the "push-button" stage, trained developers to use it.
- o Edited code comments to create a style more appropriate for publication.

Microsoft Corporation (January 1998—June 2000) via Volt Technical
- o Wrote and tracked all AppleScript documentation for all Microsoft Office for Macintosh products, as well as large documentation set for complex virtual reality product, Virtual Worlds (including SDK, Programmer's Guide, UI Reference, User's Guide, and contextual help). Developed code examples for documentation.
- o Programmed several Perl scripts on own initiative to parse AppleScript APIs and create HTML templates for each AppleScript object, saving team approximately three months of work.
- o Tested products and examined their APIs; found and reported code defects. Provided ideas and feedback to developers.

Independent Writing, Development, and Web Design/Administration

(1988—present)
- o Had three board games published in board game anthology, 2015.
- o Won board game design awards in 2002, 2006, and 2010.
- o Wrote series of articles for *The Games Journal*. Articles became part of the curriculum at Ball State University.
- o Released multiple open source applications for Macintosh and Palm platforms.

Education

Yale University
- o B.A. in Psychology, Philosophy minor. Coursework in systems programming, data structures, and writing (including interactive fiction).