

Terry V. Bush
The Veritable Bugeater

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Objective:

I am looking for a position where my skills in Software Development Environment Tools, Make, SCM, and Release Engineering will allow me to make a major contribution to the success of a company.

Employment History:

12/04-Present VMware / Software Tool Smith, Software Configuration Management, Release Engineer

SCM Team: I worked on tools to automate the administration of the Perforce repositories. I wrote a Perl interface to Perforce that made it trivial to work on multiple Perforce servers at once. I participated in the single weekend upgrade of the VMware Perforce servers from version 2007.2 to version 2009.1 on 20+ servers. I rewrote Make and Scons build tools to enhance the ability to do builds in parallel. The result for one team was better than 50% build time reduction using my changes and IncrediBuild on Windows!

Release Engineering: I was tech lead for the Release Engineering team. I wrote a number of tools to automate many parts of the administration of builds. I maintained and enhanced the main build scripts for several years. I maintained and enhanced the continuous build system. Maintaining the CB build system was a full time job when I inherited it even though it was only running builds for about 15 branches. When I was done maintenance was moved to the "Build Gurus" as a small part of their task with 45+ branches. I taught the "Release Engineering Boot Camp" for new hires.

5/01-12/04 Sanera Systems, McDATA Corp. / Software Tool Smith, Software Configuration Management, Release Engineer

Software Tools Engineer: I greatly enhanced the GNUMake build environment. I wrote a regression test queue system with web and command line interfaces. I wrote a web tool to ensure code review and allow much better project management control of the ClearCase system.

Software Configuration Management: I installed and managed ClearCase myself for 2.5 years. I trained users, performed all vobadmin duties, and was the support person for 40+ engineers. I managed 3 release branches and performed daily builds on all three and a number of other team branches. I wrote a script that automatically generated a web page (TWiki) that showed ClearCase usage.

Release Engineering: I wrote all the build scripts and automated the daily builds. I wrote a tool to generate automated release notes. I wrote a number of other scripts used for gathering release information. I kept a web page (TWiki) with information about all the releases.

- 5/00-4/01 PIXO Inc., Release Engineer / Software Configuration Management.
Senior Release Engineer: Solely responsible for all the software builds. I wrote all the build automation tools that were used for the builds. I typically had 5 - 10 builds per week.
Senior Configuration Management Engineer: I was responsible for the Perforce server and tools. I gave classes on Perforce for all new engineering hires as needed. I was responsible for the four build machines. I was RE lead when we finally hired another release engineer to help with builds.
- 1/95-5/00 Synopsys, Release Engineer / Tools Support Engineer.
Release Engineering Lead. First pass Release Engineering. I wrote many of the current build and release tools. I updated most of the release tools to work in a ClearCase environment. I was part of a team that migrated most of the Synopsys software into the ClearCase environment. I planned and implemented a new process for releasing software from the build environment to the test and release environment using Perl. I lead a team of cross-group integrators, helping resolve technical issues that span multiple products and groups.
- 1/94-12/94 Sun Microsystems, Release Engineer. (Contract via Taos Mountain Software)
Solaris 2.4 Release Engineering, x86 platform.
- 7/93-12/93 Between Jobs
Worked at home on my house. Spent time with my two young children.
- 1/89-6/93 Frame Technology Corporation, Software Engineer.
HP/Apollo porting specialist. X/Motif software development. Shell script expert. I worked three years in the X/Motif group doing HP, Apollo, and other platform porting. I also did X/Motif programming. I quickly became the shell script guru. For the 4.0 release I redesigned all of the dialogs to closely follow the Motif 1.1 style guide as well as rewriting the tools used to create and design the dialogs. I helped the X/Motif group implement CVS revision control and a highly portable GNU Make build environment that was later adopted by all of engineering. I did many other misc. projects ranging from porting Frame's text and graphics filters to HP, Apollo, and other platforms to format conversion and editing of bitmaps used in the GUI.
- 3/86-1/89 Silvar-Lisco, Software Engineer.
I enhanced and maintained netlist interface programs for a variety of layout and simulation products. I developed a source control and development system using each platform's *make* utility that ran on multiple platforms that I later found to be very similar to *Imake*. I enhanced and maintained a *monitor* utility used for program variable storage and execution. I ported the system integration software to two new operating systems (Domain/OS SR10 and SunOS 4). I created a development system that ran on both Apollo and Sun platforms simultaneously. I developed several enhancements providing added functionality to the GNU Emacs

for both Apollo and Sun platforms.

8/85-2/86 Time off.

I courted the lady I later married and am still married to.

12/84-7/85 Digital Equipment Corporation, Principal Software Design Engineer.

I researched UNIX based netlist extraction programs for a printed circuit board design system. I also researched the DEC Modula-2 compiler for the purpose of teaching the language to other programmers. I maintained, developed, and enhanced various CAD programs and other system programs.

5/82-11/84 G.E. Calma Company, Software Design Engineer.

I developed application programs for a printed circuit board computer aided design system. I developed system utilities and tools for software development support including a system security login program, an electronic mail system, a UNIX C-Shell like command language interpreter for the Data General Eclipse platform, and other misc. utilities. I did the release engineering for my engineering group.

Current Skills:

- Fluent in Perl, C-Shell, and Bourne shell. I am considered a Perl expert.
- Very proficient in Perforce and ClearCase administration and use.
- Very experienced in software development environment design and implementation. I have an eye for optimization and a knack for being able to remove exceptions thereby reducing special cases and simplifying the process.
- Cross-platform development environment design and enhancement. I have always worked with so many different UNIX platforms it is natural to write very portable code.
- I have ported or helped port C programs to the following UNIX platforms: Linux, HP, Apollo, Sun, IBM, DEC, SGI, SCO, DG, Sony, MIPS, iABI, Ceta, and many others! I have also ported to the Windows NT4 on Intel and Alpha hardware.

Education:

B.A. Computer Science¹, June 1981
University of California, Berkeley

References:

Available upon request.

1. Equivalent.