

# Ronaldo Carpio

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## EDUCATION

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### University of California, Davis

PhD in Economics

2006-present

### University of California, Berkeley

Masters in Public Policy, Goldman School of Public Policy  
B.S. Electrical Engineering and Computer Science

2004-2006

1991-1995

## PROFESSIONAL EXPERIENCE

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### YouTube – San Mateo, CA

6/2006-8/2006

#### **Consultant**

Performed a variety of tasks in Python and C.

- Improved functionality and reliability of lighttpd, a lightweight web server written in C
- Built a service allowing searches of videos based on URL, using Lucene, AJAX, and Firefox extensions.

### Syndeo Corporation – Campbell, CA

10/2000-12/2004

#### **Software Engineer**

- Participated in the development of a Unix-based, Class 5 VoIP soft switch, implemented with C++ and CORBA. Notable project tasks include:
  - Host- and process-level redundancy for fault tolerance and high availability
  - Rapid prototyping of test applications, interfacing C++ APIs with high-level scripting languages
  - Porting the entire product codebase and build system from Solaris to Linux
  - Enhancing debugging tools for multithreaded applications using dbx/gdb, sed, and Expect
  - Installing, maintaining, and isolating kernel bugs in Linux (Monte Vista)

### Wink Communications – Alameda, CA

6/1995-10/2000

#### **Software Engineer**

- Participated in the development of a Solaris-based application server for scheduling and inserting interactive applications into television programming, implemented in C++. Notable project tasks include:
  - GUI front-ends developed in tcl/tk on Unix and Microsoft MFC on Windows
  - Automated test suites using Expect
  - Interfacing with a range of head-end insertion equipment via socket and serial communications
  - Performance and memory-usage profiling with dbx, gdb, Purify, and Quantify
  - Developing an add-on module inserting questions and answers simultaneously with a game show broadcast
  - Installation of servers, software, and insertion equipment at cable head-ends

## SKILLS

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Computer: Extensive experience in many aspects of software engineering, including concurrency, parallel programming, object-oriented programming, rapid prototyping, networks, scripting, and the Unix system environment. Excellent dive-in and debugging skills.

- Programming Languages: C, C++, Java, tcl/tk, Perl, Python, Ruby, Common Lisp, OCAML, MPI, UPC
- Statistical Applications: S\*PLUS, R, STATA
- Operating Systems: Unix (Solaris, Linux, FreeBSD), Windows 9x/NT/2000/XP
- APIs: Posix threads, Berkeley sockets, UNIX system calls, Microsoft MFC, CORBA
- Applications: MS Word, MS Excel