**Gus Class**

**Summary**

* Versatile software engineer with full stack experience: front-end, back-end, mobile, and embedded..
* Specialization in Games, Social Networks, and Identity developer platforms.
* Deep experience in developer programs, information architecture for developers, and API design.

**Work Experience**

**Company name omitted for work done under NDA**

*June 2012 - Feb 2022 Software / Embedded Lead*

* Wrote software for ASIC design, refactoring, and automation (Verilog and Liberty).
* Coordinated engineering efforts across a team of embedded, FPGA, and software engineers.
* Designed Cloud architecture for data center orchestration and big-data propagation of edge data.
* Participated in ASIC and PCB bring-up process and created C++/Python embedded-to-network layer.

**Google**

*June 2012 - Feb 2022 Developer Advocate / Developer Programs Engineer*

* Led developer programs ENG efforts in Play Games Services, Google+, Hangouts, and Android Pay.
* Influenced API design across developer products through API review, coding samples, and demos.
* Programmed the first (launching) version of the Cloud SDK installer for Windows in NSIS.
* Programmed and maintained API quickstarts in C#/.NET/Unity, Ruby, Python, JavaScript, and Java.
* Created sample apps showcasing sign-in integration across mobile and the web.
* Supported Google APIs in developer communities such as [Stack Overflow](http://stackoverflow.com/users/1552344/class), [GitHub](http://../Downloads/github.com/gguuss), and [Google+](https://plus.google.com/%2BGusClass/).
* Delivered technical presentations at local developer groups, startup field trips, and Google I/O.
* Created software/hardware prototypes for Google’s IoT platform in C/C++.
* Ran bootcamps around the world to drive Google Sign-in adoption.
* Created the Cloud SDK installer for Windows.

**Microsoft Corporation**

*August 2005 to May 2012 Microsoft Developer Programs*

* Programmed two key game samples and co-authored stocks sample for Windows 8.
* Created, hosted, and managed the creation of videos reaching >250k views on Channel 9.
* Grew developer content social channels from scratch to over 11,000 followers and 10,000 likes.
* Managed complex 6+ month projects coordinating content, marketing, engineering, and production.
* [Personal blog](http://blogs.msdn.com/b/seealso/) in the [96th percentile of MSDN blogs](https://social.msdn.microsoft.com/profile/leaderboard/year?name=gclassy) with some posts reaching >100k views.
* Programmed a software prototype in WPF used in a patent application.
* Evangelized developer features at Educause, TechEd, PDC, and Dell engagements.
* Owned Windows Media DRM developer content for devices (Xbox), networked clients, and servers.
* Created a multitouch game with Direct3D to demonstrate the touch-centric features of Windows 7.
* Delivered over 2000 reference documentation pages, 100+ C, C++, and C# SDK code examples, and 10+ end-to-end samples reaching over 3MM page views and 280k downloads worldwide.

**Spam Arrest LLC**

*2003 to 2005 Software Engineer*

* Developed and scaled an anti-spam and web mail service through multiple releases using Java, MySQL, Memcached, and Resin in a live Linux environment.
* Created JNI modules in C and C++ to connect native external libraries to our email infrastructure.

**Selected Accomplishments and Publications**:

* Google patent puzzle, JavaScript readability, and Vice-President awarded spot bonus recipient
* Microsoft gold star & patent cube recipient
* [Going Places: *Enhancing Windows Applications for Mobile Users*](http://msdn.microsoft.com/en-us/magazine/ee819130.aspx) / [*Ink-enabled Apps for Tablet PC*](http://msdn.microsoft.com/en-us/magazine/cc967278.aspx)
 MSDN Magazine, December 2009, MSDN Magazine, October 2008

**Education**

 University of Washington, Aug. 2008, Masters in Business Administration

 University of Washington, Aug. 2003, BS in Computing and Software Systems