

Jerry Harris

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Software Development Leader

More than 15 years experience of exceptional software development, architecture, and leadership. Proven track record creating consumer market products (e.g., AOL Instant Messenger, Ruckus Music Subscription Service) in challenging and competitive environments. Focused requirements from multi-functional product teams into fast-paced product development plans and implementations.

- Strong architecture analysis and design ability.
- Confident in managing innovative software product teams.
- Effective mentor and coach.
- Proven leader at building consensus in cross-functional product teams.
- Exceptional interpersonal and communications skills.
- Self-motivated with good time-management skills.
- Ability to quickly understand new technologies and assess their applicability.

Professional Experience

Ruckus, Inc., Dulles, VA

VP, Engineering, Boston, MA

Jan 2005 - Jan 2006

- Provided solid leadership to a server/client dev and QA team. Rebuilt development team by quickly replacing key resources and introducing important software development work processes.
- Designed architecture for integrating Lucene's full-text search engine and Coherence's distributed cache technology. Led architecture effort on client-side P2P music copy.
- Defined and introduced product requirements workflow between product management and product development.
- Mentored product managers in the designing of a product and in the writing of the product requirements document.
- Managed and oversaw service availability for customers.
- Shipped products: Ruckus Music & Video Discovery and Download Service v2.0 with new social networking features; Ruckus Player v2.0 on Windows with legal P2P music copy
- Key technologies: Java/J2EE, Hibernate, Oracle, XML, AJAX, Flash video, Windows Media DRM encoding (audio & video), C++, Confluence Wiki

AOL, Inc., Dulles, VA

Technical Manager/System Architect, Maynard, MA

1995 - 2004

1998 - 2004

- Developed mission for distributing AOL services to customers. Chose technique used for dial-up connectivity. Created framework and criteria for designing and implementing AOL Game Services SDK.
- Lead system architect and manager for team transferring AOL services to game consoles Sony Playstation2 and Nintendo GameCube. Led technical research and analysis of Playstation2 and GameCube platforms and existing AOL technologies.
- Rapidly synthesized requirements and technical analysis into development plans within a fluid and dynamic environment. Adapted plans after assessing new technologies and requirements.
- Excelled as technical leader on AIM. Used frequent trips and communication technology to mentor and "keep-in-the-loop" remote engineers. Successfully proposed and implemented new Alerts feature.
- Handled team's low morale in months before office closure.
- Shipped technologies: AOL dial-up connectivity for GameCube (2004). Joint Demonstration with Sony of AOL services (AIM Voice Talk, Radio, AOL Video) for E3 Show (May, 2003). AOL dial-up connectivity for Playstation2 (Spring 2002).
- Key technologies: L2TP, PPP, C++, Groove / Content Management Systems

Technical Manager, Needham, MA

1995 - 1998

- Nurtured cross-functional teamwork and coordination. Played an active role in product design bringing together stakeholders from quality assurance, marketing, business development, and engineering to produce creative and effective product designs and development plans.
- Cultivated new feature innovation to remain competitive with Netscape, ICQ, and Microsoft. Competition provided focus on timely and high-quality product releases of AOL Browser and AIM.
- Evangelized software ease-of-use inside and outside organization. Led team to be customer-focused to keep customer support costs low. We received several positive reviews on AIM's ease-of-use.

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Professional Experience cont'd.

AOL, Inc., Dulles, VA (cont'd)

Technical Manager, Needham, MA

1995 - 1998

- Managed schedules by aggressively controlling bug counts, clarifying marketing requirements, and limiting feature creep. As a result, we delivered frequent, high-quality releases of code; sustaining significant weekly releases for months at a time.
- Handled team low morale during 2 separate organizational crises of a product discontinuation and office closure. In first case, we responded by working for 7 months to proudly deliver a high-quality, on-time final browser release. I transitioned AIM development and QA to new team location and team structure with no major disruption in development and releases. I demonstrated strong commitment by continuing AIM team management while commuting to Virginia.
- Shipped products: Netscape's AOL Instant Messenger ('98). AOL Instant Messenger (weekly releases starting Oct'97). Integration of MSIE v3.0 browser in AOL client v3.0 (Jun'97). GNN Internet Service with Web, Email, NetNews, and IRC client applications (Oct'95). AOL Browser v2.5 (Jun'95) and v3.0 (Sept'96).
- Key technologies: Windows C++, Rapid Release Schedule, XML

Booklink Technologies, Inc., Needham, MA (Acquired by AOL, Inc. Jan'95)

Principal Software Engineer

Nov 1994 - 1995

- Added OLE Automation to InternetWorks browser in my first week for Comdex show demo.
- Key technologies: Windows C++, OLE Automation, DDE, HTML/HTTP

Interleaf, Inc., Waltham, MA

1990 - 1994

Software Engineer

Jan 1994 – Nov 1994

- Sole engineer responsible for new development and maintenance of HyperLeaf Toolkit.
- Key technologies: Lisp (Common Lisp-like), Perl, Csh, Awk, Emacs Lisp

Senior Consultant

1990-1994

- Worked closely with clients to define, design, implement, and deliver custom document processing solutions.
- Awarded Interleaf's Advanced Technology group's Most Valuable Employee for 1993.

Sikorsky Aircraft, Stratford, CT

Software Engineer, Advanced Technology Group

1988 - 1990

- Led system integration work on Portable Intelligence Maintenance Aid project.
- Key technologies: Interleaf Lisp, QRS (Qualitative Reasoning System)

Education

Harvard Law School – Program on Negotiation
Negotiation and Dispute Resolution Seminar

2006

Georgia Institute of Technology
Master of Science, Computer Science

1988

Florida State University
Bachelor of Science, Computer Science

1986