

## Paul Betts

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### Permanent Address:

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## EXPERIENCE

### Microsoft Corporation, Redmond, WA

Software Development Engineering Intern (June 2006 – September 2006)

- Worked in Windows Service Pack team (WinSE), writing hotfixes and triaging bugs across all of Windows XP and Windows Server 2003.
- Quickly got a grasp on a very large codebase and complex build system as well as learning the associated tools (WinDbg, kernel debugger) used to triage operating system bugs.
- Rewrote Disk Probe, a resource kit tool used by Customer Support Services to troubleshoot and repair enterprise storage solutions.
- Communicated with support engineers to determine specifications for Disk Probe to ensure a quality end-product that would meet their needs.



### JPMorgan Chase, Columbus, OH

IT Development Program (June 2005 – August 2005)

- Began the process of rewriting Transformer, a web application that consolidates multiple data sources to provide a holistic view of the desktop environment that allows project managers to track hardware and software inventory and reduction/upgrade management.
- Worked on porting application from ASP to ASP.NET/C# and wrote over 8,000 lines of code, along with comprehensive documentation on all modules and classes.
- Collaborated with many business teams in separate locations (Chicago, New York) to accomplish goals.



### Nationwide Insurance, Dublin, OH

Auto Solutions Mainframe Test Intern (March 2005 – June 2005)

- Analyzed complex data sets to determine problems in mainframe algorithms using Excel.
- Used Extra! To access mainframe and wrote Extra! scripts to automate testing.
- Created unit testing application in .NET to further automate regression testing.
- Worked in a team environment with several other interns as well as with full-time employees to concurrently test multiple states.



**The Ohio State University**, Columbus, OH

Grader for CIS 221, 560 (Spring-Summer 2004, Winter 2005, Winter 2006)

- Assisted professor in teaching programming concepts to freshman computer science majors
- Graded labs and activity sheets
- Worked with students outside of class to reaffirm concepts taught in class

**The Ohio State University**, Columbus, OH

UNIX Consultant (January 2004 – Present)

- Manage a lab of ~100 computers
- Assist undergraduate and graduate students in completing programming assignments



## EDUCATION

**The Ohio State University**, Columbus, OH

Bachelor of Science in Computer Science Engineering

Expected Graduation: Winter 2007

Overall GPA: 2.97 (4.00 scale), Major GPA: 3.26

## SKILLS

### Programming Experience

- Ten years experience programming, eight years experience in C & C++
- Win32 programming, including COM and MFC as well as DirectX / DirectShow programming.
- Hands on experience with Windows Internals, including user and kernel-mode debugging in x86 and x86\_64 assembly.
- Pocket PC programming in C++ and .NET Compact Framework
- Networking and BSD Sockets programming, as well as Windows Server 2003 Active Directory administration
- Web site administration using IIS 6 and ASP.NET; HTML site design
- Experience administering and using SQL Server 2000, as well as using the ADO.NET relational data access model
- Experience with using open-source web technologies, such as PHP, MySQL, as well as Ruby and the Rails framework.
- Extensive experience with GNU/Linux, including networking, servers (Apache / Samba / XSP) and operating system programming, including familiarity with GTK+ and the GNOME desktop environment.
- Extensive experience with the .NET Framework under both Windows and Linux (using Mono), including ASP.NET and .NET code access security.

### Relevant Coursework:

- Introduction to Information Security: An introduction to security of digital information, including: threats; regulations; vulnerability assessment; attack detection and response; cryptography; forensics; technical training and certifications.
- Design and Analysis of Component-Based Software: Course sequence teaching proper programming from a software design and maintenance perspective.
- Introduction to Database Systems: Database models, organization, design, integrity and security; database systems and their utilization.
- Systems Software Design, Development, and Documentation: Software engineering as applied to various classical computer systems programs; assemblers, emulators, and loaders; large project written in C# (~9000 lines of code), as well as comprehensive documentation.
- Advanced Game Design: Capstone course for computer graphics and artificial intelligence areas. Quarter-long team-based project design and implement a 3D real-time computer game running on Windows. Completely self-written game engine using Ogre3d graphics toolkit.

**Languages:** Native speaker of English, six years of French, basic German

## HONORS AND ACTIVITIES

- New Technologies Student Interest Group, 2002-present
- OSU Open Source club, 2004-present
- Music Performance and Composition

## AVAILABILITY

Available for full time employment starting March 2007.

## Paul Betts

### ACADEMIC HISTORY

<b>Major:</b>	<b>Computer Science Engineering</b>
<b>Overall GPA:</b>	<b>2.99 (4.0 scale) as of 7/3/05</b>
<b>Major GPA:</b>	<b>3.04 (4.0 scale) as of 7/3/05</b>
<b>Required credits for B.S. degree:</b>	<b>196 credits</b>
<b>Credits completed:</b>	<b>136 credits (includes 15 EM)</b>

(- EM: Examination Credit; K: Transfer Credit; IP: Courses in Progress -)  
(S: Successful; U: Unsuccessful)

#### Major Courses

#### Pre-Major / Other Courses

#### COMPUTER/INFORMATION SCIENCE

221 Software Development Using Components	A-
222 Development of Software Components	A
321 Design and Analysis of Component-Based Software	C+
360 Introduction to Computer Systems	B+
459.22 Programming in C++	S
459.31 Programming in Lisp	S
494 Introduction to Information Security	B
541 Elementary Numerical Methods	B+
560 Systems Software Design, Development, and Documentation	B+
581 Interactive Computer Graphics	A-
660 Operating Systems	C
670 Introduction to Database Systems	B+
675.01 Computer Architectures	C-
788.14 Advanced Game Design	A

#### PHYSICS

131 Particles and Motion	A-
132 Electricity and Magnetism	B+

#### ELECTRICAL AND COMPUTER ENGINEERING

261 Logic Design	C
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#### ENGLISH

110 First-Year English Composition	A
367.01 The American Experience	A-

#### CLASSICS

224 Classical Civilization: Greece	B+
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#### LINGUISTICS

202 Introduction to Language	B
330 Language and Gender	A-

#### SOCIOLOGY

101 Introductory Sociology	A-
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#### COMPARATIVE STUDIES

100 Cross-Cultural Perspectives	B-
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#### MATHEMATICS

151A Calculus and Analytic Geometry	C
152A Calculus and Analytic Geometry	B
153A Calculus and Analytic Geometry	C
254A Calculus and Analytic Geometry	D+
366 Discrete Mathematical Structures	B
566 Discrete Mathematical Structures 2	C-

#### CHEMISTRY

121 General Chemistry	C+
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#### ENGINEERING

181 Introduction to Engineering I	A-
183 Introduction to Engineering II	A