ERIC R. ANDERSON
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EDUCATION
Stanford University, Stanford CA. M.S. 1998 Computer Science
Stanford University, Stanford CA. B.S. 1997 Computer Science

EMPLOYMENT
Yapta, Seattle & Bellingham WA/Redwood City CA   2005-present
FOUNDER/DIRECTOR OF SOFTWARE ENGINEERING
- Produced a proof of concept software application and a technical specification from a business plan.
- Working on Beta application.

Menlo Park CA   2005
SOFTWARE ENGINEERING CONTRACTOR
- Developed PHP and Perl scripts to download and parse historical movie data from password-protected web sites, by simulating web browser socket calls, and passing session cookies back and forth.
- Parsed non-well formed XML files into a format readable by SAS.
- Automated the above using crontab and shell scripts.
- Built a set of web tools for viewing movie and actor data stored in an Oracle 11 database, using PHP, JavaScript, Linux, and emacs.
- Employed advanced PHP language features, including serialization, variable variables, and variable functions.
- Developed and integrated evite-like events and invitations into social networking site www.gotkidsnetwork.com, using PHP, MySQL, CSS, and Dreamweaver.
- Sanitized user input to prevent SQL-injection and similar attacks.

Zenmaycompute, San Francisco CA   2003-2004
DIRECTOR OF SOFTWARE ENGINEERING
- Wrote project proposals ranging in scope from new custom websites to website redesigns to e-card and customizable e-cart solutions.
- Developed detailed timelines, budgets, and assigned team members to projects.
- Coded in PHP, MySQL, and PostgreSQL for a San Francisco based online flower store.

GSI Commerce/Fogdog.com, San Francisco Bay Area CA   1998-2002
SENIOR SOFTWARE ENGINEER
- Developed FMS, a management system for GSI's virtual warehouse (network of drop shippers). FMS allows GSI to sell more products without taking on the inventory risk. Coded in Java, C++, SQL, Perl, and Python, using xemacs on Solaris, and an Oracle 8.x database.
- Took on additional roles of account manager for existing drop shippers and project manager to integrate new drop shippers. In these roles, I communicated with internal team members and external clients of all levels of technical ability.
- Measured drop shipper compliance, such as on time shipping and cancellations, then helped form and train an operations department to enforce these metrics.
- Following GSI purchase of Fogdog, FMS was the only Fogdog software kept by GSI.
- Refined passion for problem solving and excellent communication skills.
- Earned reputation among peers for writing the most stable and bug free code in the organization.

Cedro Group, San Jose CA   1996-1997
SOFTWARE ENGINEER
- Cedro was the predecessor to Fogdog. Designed and implemented database driven web intranets and interactive management tools for clients in the sporting goods industry.

ADDITIONAL INFORMATION
- Initiated November 1996 into Tau Beta Pi, national Engineering Honor Society, California Gamma chapter.
- Hobbies: Ultimate Frisbee, Oakland A's baseball, playing cards, hiking.