

David Benoit B.Sc., M.Math

benoit@xdal.org

A professional systems designer and C++ developer with 12 years of industry experience specializing in highly robust, scalable, available, and configurable software for Linux and Solaris.

Computing

Languages: **C++/C**, Java, Awk/Gawk, Lex/Yacc, Tk/Tcl, SGML, HTML, XML, XSLT, JavaScript, SQL, LISP, FORTRAN, ProLog, Smalltalk, Maple, x86 Assembly, Perl, Visual Basic, Unix Shell scripting.

Libraries & Environments: **Boost, STL**, SigC++, AJAX, GDK/GTK+, Gnome, X, IPv4, IPv6, JRun, .NET, CSS, Winsock2.

Operating Systems: **Linux, Solaris**, SunOS, RIM OS, Windows 7/Vista/2k8/XP/NT/2k/98/95/CE, IRIX, AIX, VAX/VMS, DOS, Macintosh.

Software: Emacs, MySQL, vi, SVN, CVS, RCS, Source Depot, SQL Server, Maple, HP OpenView, SNMP, Open Office, Microsoft Office/Project/Visio, Lotus Suite, WordPerfect Suite, XRunner, dBase, Internet & Communications Software, etc.

Hardware: RIM 950/957/Blackberry, NMS (various models), Palm Devices, DAP Handhelds, Compaq iPaq, Microcomputers, Workstations, Peripherals, Serial Controllers, internetworking infrastructure.

Protocols: **TCP, UDP, SIP, RTP, HTTP, SMDI, MySQL**, TDS, SNMP, H.323, H.225, Q.850, Q.931 and other proprietary and internal protocols.

Work Experience

Jan 2010 – Present: **Software Engineer IV at Tekelec / Blueslice**
Montréal, Québec

- C++ SQL parser implemented with Boost Spirit with complete decomposition of complex queries to support automatic rewriting of queries during schema upgrades.
- Development of a C++ framework to support generic RESTful web service backend systems.
- Design and development of a cache management system to support fragmented database storage in C++.
- Design and development of a high-performance generic template based in-memory object cache in C++.
- Performance analysis and system optimization.

Jan 2006 – Present: **Founder & Software Engineer at Starscale**
Halifax, Nova Scotia

- Design and development of hierarchical binary protocol for use in transmitting and storing arbitrary tree structured messages. Development of associated C++ classes for easy use.
- Development of an asynchronous socket library in C++ for use on multiple CPU architectures and operating systems complete with replaceable components at each level for testing and verification.
- Asynchronous C++ library for direct access to MySQL dataservers using protocol version 10.
- Database schema and stored procedure implementation for online account registration, confirmation, and subsequent lifecycle management.
- Monitoring software in C++ to ensure that all necessary software for deployed services are running and available.
- Creation of an posix-based C++ operating system abstraction layer to allow higher level applications to be written without specific knowledge of the operating system yet maintain performance.
- Cross-platform C++ runtime environment and framework to allow for easy creation of services that conform to a flexible and standardized operational environment.
- XSL automatic generation of C++ environment to test stored procedure interfaces.
- Technical consultant to InnovaCorp

Jan 2008 – Mar 2009: **Software Development Engineer II at Microsoft**
Redmond, Washington

- Automatic and transparent session re-establishment with minimal packet resends after unexpected connection loss.
- Consolidation of TDS C++ data type definitions throughout the SQL Server engine to allow for easier maintenance and creation.
- Specification of C extensions to the ODBC specification to allow for completely asynchronous usage.
- Extensions to the C# SQL Server installation system to allow for on-the-fly application of patches to packages during installation.

Dec 2003 – Dec 2007: **Principal Software Engineer at AOL / InfoInteractive**
Bedford, Nova Scotia

- Host Media Processing Engine (SIP and RTP) written in C++ supporting full audio playback and recording control, DTMF interrupts and media hairpinning for transfers. This application, supporting a large number of concurrent sessions, allowed AOL Voice Services to deprecate a large and expensive hardware and TDM telephony based solution with a flexible scalable architecture requiring only stock Linux machines and IP connectivity.
- Realtime C++ RTP Transcoder which converts live media streams between Speex, iLBC, GSM and PCMU codecs to allow narrowband clients to connect to and use AOL Voice Services with minimal loss of voice quality.

- Server-hosted C++ SIP conference server with hardware (NMS) audio mixing control.
- C++ SIP rewrite server used to apply static rules for call routing, filtering, and load balancing.
- C++ SIP stack designed for high capacity call processing and routing systems. Personally tested this completely asynchronous modular and extensible stack the industry integration and test event (SIPit20).
- C++ RTP stack designed to support numerous automated services as well as live person-to-person calling.
- C++ Media streaming system for real-time voicemail screening in the AIM client.
- C++ Web activated and controlled calling with full real-time asynchronous call control via AJAX.
- Co-design of a per-minute incremental billing system for AOL Voice Services products.
- C++ Phone Locale system for storing and retrieving locale information based on E.164 phone number prefixes.
- Extensions to CVS to allow for integration with an in-house bug tracking system.

Dec 2002 – May 2007: **Vice President & Chief Technical Officer at Invio Bioinformatics**
Halifax, Nova Scotia

- Prototype software for indexing genetic sequences using compact trees in C++.

Mar 2002 – Feb 2003: **Senior Software Developer at J.J. MacKay Canada**
Halifax, Nova Scotia

- Real-time data acquisition and terminal programming application in C++ on WinCE.
- Established best-practices for software design, construction and Linux system administration.

Nov 1998 – Mar 2002: **Senior Software Engineer at AOL / InfoInteractive**
Bedford, Nova Scotia

- MWI (Message Waiting Indication) Gateway for large scale generic routing of voicemail indication to a specific communication method. SMDI and ISVM Gateways including all flow control and low level communication in C++.
- Real-time multicasting system for call notification in C++.
- H.225 gatekeeper in C++.
- TCP “coupler” application to bridge network connections in arbitrary directions in C++.
- Large-scale, high-performance server to provide presence management for UDP-based clients. This server also integrates with several event connections to provide the clients with real-time notification of each type of event and acts as a gateway for dispositions from the clients in C++.
- Large-scale user profile management system in C++.
- Unix/Linux-based core implementation for the Internet Call Manager application in C++.
- Design of InfoInteractive's loss tolerant encrypted UDP communications protocol for client session state management (akin to today's DTLS) in C++.
- Real-time call disposition client for the RIM 950/957/Blackberry devices and the Mobitex and DataTAC networks
- Design and Development of a C++ Object-Oriented socket library for use in real-time systems on Unix/Linux.
- Design, development and testing of the Key-Value-Pair-Protocol (KVPP) which provides a means of designing efficient, flexible, portable, and easy to use messaging between network-based applications.
- Ticket Tracking System (TTS) designed to track problems, and change requests in C++.

May 1997 – Sept 1997: **Software Designer at Nortel**
Ottawa, Ontario

- GUI-based event manager to monitor and test SNMP based network management software in C++.
- Feature testing for SNMP device management software in C++.

May 1996 – Sept 1996: **Automation Specialist at Bell Northern Research**
Ottawa, Ontario

- Test suite automation software in C++.

Sept 1994 – May 1997: **Assistant Systems Support at Department of Mathematics, Statistics and Computing Science, Dalhousie University**
Halifax, Nova Scotia

- Co site coordinator for the Internet Media Lounge for the G7 Economic Summit in Halifax.
- Software distribution system for Chebucto Suite.
- On-line faculty information database for the Department of Mathematics, Statistics and Computing Science at Dalhousie University.
- Installation and setup of Public Access Terminals for the Chebucto Community Net.
- On-line course evaluation system for the Department of Mathematics, Statistics and Computing Science at Dalhousie University.
- Implementation and administration of the undergraduate Dalhousie University MSCS Web server.
- On-line campus tour of Dalhousie University.
- Custom software development for Chebucto Community Net Public Access Terminals in C.

May 1994 – Sept 1994: **Junior Programmer at SHL Systemhouse**

Halifax, Nova Scotia

- Library Management System developed for SHL Systemhouse written in VB.
- Hardware/Software inventory management procedures developed for use at SHL Systemhouse written in VB.

Miscellaneous:

- jQuery extension to allow for user preference ordinal ranking input for multi-criteria decision making analysis.
- Data security and encryption methods for online payment written in Java.
- Micro-kernel multitasking real-time Operating System for the i486 processor written in C.
- ATM Congestion control algorithm simulator written in C.
- Registration and management system for the Nova Scotia Figure Stating Training Centre written in Perl.

Academia

May 2004 – Aug 2004: **Lecturer: Object-Oriented Programming in C++**

Faculty of Computer Science, Dalhousie University, Halifax, Nova Scotia

Jan 2004 – Apr 2004: **Lecturer: Computer Science for Health Professionals**

Faculty of Computer Science, Dalhousie University, Halifax, Nova Scotia

May 2002 – Aug 2002: **Lecturer: Object-Oriented Programming in C++**

Faculty of Computer Science, Dalhousie University, Halifax, Nova Scotia

Jan 2002 – Apr 2002: **Lecturer: Cryptography and Network Security**

Department of Math and Computing Science, St. Mary's University, Halifax, Nova Scotia

Sept 1997 – Nov 1998: **Teaching Assistant / Research Assistant**

Department of Computer Science, University of Waterloo, Waterloo, Ontario

Sept 1995 – May 1997: **Tutorial Leader / Marker**

Department of Mathematics, Statistics and Computing Science, Dalhousie University

Halifax, Nova Scotia

Sept 1994 – May 1996: **Program Assistant / Teaching Assistant**

University Computing and Information Services, Dalhousie University

Halifax, Nova Scotia

Education

Masters: M.Math, Computer Science, June 1999, University of Waterloo, Waterloo, Ontario.

Undergraduate: B.Sc. Honours, Computing Science, May 1997, Dalhousie University, Halifax, Nova Scotia.

Publications

- David Benoit, Erik D. Demaine, J. Ian Munro, Rajeev Raman, Venkatesh Raman and S. Srinivas Rao, "Representing Trees of Higher Degree", Algorithmica, Vol. 43, Number 4, December 2005.
- David Benoit, Erik D. Demaine, J. Ian Munro and Venkatesh Raman, "Representing Trees of Higher Degree", Proceedings of the 6th International Workshop on Algorithms and Data Structures (WADS '99), Vancouver, Canada, August 1999.
- David Benoit, Compact Tree Representations, Masters Thesis, University of Waterloo, Waterloo, Ontario, November 1998.

Awards

- US Patent #7,110,748 B2: Telephone Call Manager.
- Deans List, Dalhousie University, 1997.
- Second Place standing in the 1995 APICS Programming Competition.
- Gold Medal and Certificate of Distinction in the Euclid Mathematics Contest, 1993.
- Third Place standing and Certificate of Merit in the Nova Scotia/Prince Edward Island Secondary School Physics Examination, 1993.
- Leon Doof Music Scholarship for excellence and outstanding achievement in Music, 1993.

Hobbies & Interests

General Aviation, Book Binding, Travel, Ultimate, Cycling, Skating, Skiing, Raquetball, Swimming, Classical Music, Clarinet, Viola, Piano, Photography, Art, Woodworking, Home Renovations, Computer Graphics, Animation, Electronics.

References

Available upon request.