



Vinnie Falco
13428 Maxella Ave #543
Marina del Rey, CA. 90292
vinnie.falco@gmail.com
mobile: (305) 216-9214

Résumé

OBJECTIVE

To offer my 35 years of computer programming experience to promoting the C++ language and contributing to C++ open source.

ABOUT ME

My primary skill is writing clear, concise C++ code. Here are some of my open source projects which demonstrate my style:

- [Boost.Beast: HTTP and WebSockets built on Boost.Asio](#)
- [NuDB: A fast key/value insert-only database for SSD drives](#)
- [A Collection of Useful C++ Classes for Digital Signal Processing](#)

I also participate in the evolution of the C++ language:

- Co-author of [D3980](#), a proposed C++ standard library feature.
- Library Working Group issue [2779](#)

You can find me in the [C++ Language Slack](#) where I answer questions, support Beast, and help other people.

HISTORY

President [The C Plus Plus Alliance, Inc.](#) 2017 - Present

- Launched the non-profit organization dedicated to promoting C++

Team Leader [Ripple Labs](#) 2013-2017

- Repository: <https://github.com/ripple/rippled>
- Hire and lead a team of top-level C++ engineers
- Architecture, refactoring, developing tests, documentation, training
- Develop business and marketing strategies

- | | | |
|----------------|--|-----------|
| Owner | One Guy Group, Inc. | 2009-2013 |
| | <ul style="list-style-type: none"> • Wrote a live performance audio software application for DJs. • Private sale, two million gross revenue. | |
| Owner | Free Peers, Inc. | 2000-2005 |
| | <ul style="list-style-type: none"> • Wrote BearShare and managed a team of 10 developers. • Twenty million dollars gross revenue over product lifetime. | |
| C++ Programmer | Maxim Group | 1999-2000 |
| | <ul style="list-style-type: none"> • Maintained IBM's ViaVoice product. • Wrote the back and front end to let VirtualBank customers apply for banking products such as deposit accounts or loans. • Developed an automated scheme to convert the legacy system of VITAS Health Corporation to a modern system. • Documented the legacy system and fixed bugs for Oral Health Services. | |
| C++ Programmer | SoftwareSilo.com | 1998 |
| | <ul style="list-style-type: none"> • Wrote the Windows client and threaded server software elements to deliver streaming real-time stock quotes to users, using Microsoft's Internet Information Services and ISAPI. | |
| Owner | Gamespring, Inc. | 1997-1998 |
| | <ul style="list-style-type: none"> • Founded the three-man company. • Wrote most of the code for DungeonCraft, a top-down RPG game. | |
| C++ Programmer | Deneba Systems | 1994-1997 |
| | <ul style="list-style-type: none"> • Wrote over one million lines for Canvas, a Macintosh and Windows desktop publishing application. • Wrote all image processing algorithms, features, and user interfaces. • Implemented a mathematical model for printed CMYK color prediction. • Implemented a Photoshop plug-in host. | |
| Programmer | Softsync, Inc. | 1990-1994 |
| | <ul style="list-style-type: none"> • Improved Accountant, Inc. Professional, a single-user accounting package for the Macintosh, into a multi-user solution using AppleTalk networking. | |

EDUCATION

- | | | |
|---------|--|-----------|
| Student | Georgia Institute of Technology | 1989-1990 |
| | <ul style="list-style-type: none"> • Self-taught C, UNIX, TCP/IP, and shell scripting. • Added features to a MUD hosted on the school's Sequent and Sun systems. | |
| Student | Ransom Everglades | 1983-1989 |
| | <ul style="list-style-type: none"> • Attended the private school, ranked number 1 of national college preparatory schools, for 6 years. | |