Scott A. Madin

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Employment History

Software Engineer

Nuance Communications, Inc. (www.nuance.com) (Burlington, MA)
May 2008 – June 2010

Nuance Communications acquired eScription in mid-2008, and integrated it into Nuance's healthcare division. My team, position, supervisor, and responsibilities transferred over directly with little interruption.

Was part of a 3-7 person team, with some team members in Nuance's Montréal office. Responsibilities included designing, implementing, testing, and maintaining parts of Nuance's eScription healthcare platform. Maintained, updated, and developed many Java, C#, and VB.NET utilities associated with IntelliScript, the eScription platform's telephony and audio capture software. Participated in a major porting and reimplementation effort.

Projects:
• As part of a two-person task force, designed, implemented, tested, and deployed a ground-up redesign of the InstallShield installer package for the IntelliScript product.
• Designed, implemented, and tested a Java servlet feature for generating VoiceXML output to produce interactive touch-tone menus.
• Designed, implemented, and tested a servlet feature for performing scheduled and event-driven maintenance and monitoring tasks.
• Updated, revised, and expanded a VB.NET tool for managing system startup and shutdown operations.

Software Engineer

eScription, Inc. (www.escription.com) (Needham, MA)
June 2007 – May 2008

Worked as part of a 4-7 person team designing, implementing, testing, and maintaining parts of eScription's computer-assisted medical transcription software. Maintained, updated, and developed many Java, C#, and VB.NET utilities associated with IntelliScript, eScription's telephony and audio capture software.

In mid-2008, eScription was acquired by Nuance Communications.

Projects:
• Significantly revised and updated a complex Perl script for automated maintenance operations.
• Designed and implemented a Java-based tool for remote configuration management.
• Maintained and updated several InstallShield installer packages.

Software Intern

Cecropia, Inc. (www.cecropia.com) (Lexington, MA)
October 2005 – December 2006

Developed and improved supporting components of arcade game, *The Act*. Managed source code tree for custom kernel, tools, and scripts, a task which included responsibility for development, patching, scripting, testing, and periodic releases. Coordinated with engine developers for debugging, performance testing, and profiling, and with systems programmers for graphics driver development.

Projects:
• Engineered minimal Linux- and Busybox-based OS for arcade cabinets and developed installation system.
• Constructed automated, one-step CVS-based build system for OS and game engine.
• Assisted in modification of Linux kernel framebuffer driver to support widescreen resolution.
• Took over development of a Fedora-based system for webcam control and image recording.

Computer and Technical Skills

Programming: C, Java, Objective-C/Cocoa/Cocoa Touch, Perl, C#/.NET, Visual Basic.NET, Win32.

Development Tools: Microsoft Visual Studio, SharpDevelop/MonoDevelop, Eclipse, XCode, CVS/Subversion.

Web and Database: (X)HTML, CSS, PHP, XML/JAXB, SQL, JBoss, JPA/Hibernate.

Education

BA in Computer Science with minors in Mathematics and Political Science, June 2007
University of Massachusetts Boston (www.umb.edu) (Boston, MA)

GPA in Major: 4.00

Overall GPA: 3.97

Undergraduate studies in Computer Science, September 1997 – March 2001
Carleton College (www.carleton.edu) (Northfield, MN)

Awards and Honors

- **Graduated summa cum laude**, University of Massachusetts Boston, June 2007
- **Alumni Award for Excellence in Software Engineering**, University of Massachusetts Boston, Department of Computer Science, 2007
- **Departmental Distinction**, University of Massachusetts Boston, Department of Computer Science, 2007
- **Dean's List**, University of Massachusetts Boston, 2005 – 2007

Professional Memberships

Association for Computing Machinery
2008 – Present

USENIX
2010 – Present