

Mark Wilson
1699 King Richard Road
Eldersburg, MD 21784
410-530-1833
wilson@cpuworks.com

Mark Wilson

Skill Summary

- Web Developer and Senior Software Engineer
- Served as webmaster for projects at NSA for almost 15 years, developing and maintaining sites
- Created content-management systems, and worked with others already in-place.
- Designed, developed, and implemented dynamic sites and the code required to support them
- Worked with other team members to develop and then implement the look, feel, and operation of sites
- Strong background in graphic design and content editing and production
- Strong communication skills to help ensure buy-in from all members of the team on the final site design
- Planned and developed web-centric GUIs and interfaces to databases and command-line processes.
- Designed and programmed multimedia training for both web-based and computer-based delivery
- Lead programmer and interface designer on many projects over the last ten years, beginning with media-intensive CBT and moving into interactive web-based training, simulations, and database front-ends
- Worked on teams to deliver more than a dozen web-delivered projects over the years, delivering courseware in various areas for various projects and clients
- Almost 15 years experience in the classified area, and over 25 years experience in the multimedia training arena, with clients including NSA, the US Marshals Service, Xerox, Chrysler, and IBM
- Working knowledge of all aspects of the world of web-based applications
- Acted as a facilitator and coordinator among various disciplines
- Often acted as project manager, and have taught courses in several programming languages
- Developed own web-based authoring systems
- Fluent in PHP, JavaScript, HTML, MySQL, Toolbook
- Conversant in JSP, C, Oracle, Perl, Java, AuthorWare, Flash, SharePoint
- Can develop using DreamWeaver, other IDEs, or plain text editors; skilled in graphic programs such as PaintShop Pro.
- Experienced with standard tools such as Word, PowerPoint, etc.
- Developed and delivered projects on Windows and Unix platforms, working with Apache, Tomcat and other installations
- Designed and programmed web-based interfaces to provide an engaging and informative view of various databases, using such front-end/back-end combinations as PHP/MySQL, JSP/Oracle, and PHP/Oracle
- Created various IntraNet Web-Based Training courses, first as sole programmer, then as lead programmer and project manager
- Created a Web-Based Training Tool (WeBTuT), the latest iteration of which is fully database-driven and web-driven

- Created the interface for a Defense Intelligence Agency project. This interface allowed non-programmers to quickly and reliably produce fully-interactive and multimedia-intensive programs.
- Acted as project manager for multimedia courseware development on projects for Bell Atlantic and the National Library of Medicine
- Taught courses in Toolbook programming at the George Washington University Center for Career Education. Taught a course in Basic at the University of Maryland University College
- Acted as lead programmer and designer-by-adoption on many large-scale multimedia training projects at MetaMedia systems, for clients such as the US Army and Chrysler
- Created the templates and code structures for the world's first PC-based Team-Training authoring system

Clearances TS/SCI Clearance based on SSBI with life-style polygraph.

Education Bachelors of Studio Art, Creative Writing, Connecticut College, 1975

Certifications

Experience Detail

The KEYW Corporation
Integrated Computer Concepts Inc. ***May 2007 - present***
Senior Software Engineer ***July 1996-November 2005***

- Creates web-based interfaces to provide a network-centric view of data.
- Acts as Webmaster on projects, doing site design, documentation and maintenance.

Cubic Applications, Inc. ***August 2006-2011***
Senior Software Engineer ***July 1996-November 2005***

- Created multiple web-based interfaces to provide a network-centric view of data.
- Acted as Webmaster on many projects, working with other team members to develop the look, feel, and operation of the site.
- Adapted sites to match required security markings and changing division website requirements.
- Developed processes and procedures to make the updating of the site easy for the content-owners.
- Was lead or sole designer and programmer on many training and web projects.
- Created a web-based store, over a half-dozen multimedia web-based courses, and several web-based training tools.
- Created multimedia training projects delivered on CD-ROM.

QSS Group, Inc. ***November 2005 – July 2006***
Senior Web Developer

- Pulled together all web pages for a real-time messaging system, adding organization and coordination.
- Provided development and maintenance of that system.
- Created many automating and organizing processes and programs.

Multimedia Software, Inc. ***September 1995 – November 1996***
Project Manager

- Managed a multimedia training project for Bell Atlantic; project was delivered on CD-ROM.
- Involved managing an external company's work and performance.
- Consultant

NUS Training Corp. and The Learning Group ***May 1995 – June 1996***
Programmer

- At NUS, developed an innovative process and utility for streamlining courseware creation. Also developed the documentation and training for this process.
- Sole programmer on two training projects for The Learning Group.
- Worked in Toolbook and Multimedia Toolbook.

Multimedia Presentation Systems

November 1994 – April 1995

Technical Director

- Coordinated technical support for clients and technical service on in-house hardware and software.
- Worked with technical staff on programming and development issues. Had final responsibility for all technical support and service matters, including maintaining and developing technical support and service records, databases, and procedures.

Loral WDL

November 1993 – November 1994

Senior Software Engineer

- Worked on the prototype of a high-level Windows course-development tool, and the corresponding innovative approach to courseware development. Programmed the first working version of this prototype.
- Lead courseware-structure designer; screen and user-interface design.
- Worked principally in Authorware and Toolbook.

Online Computer Systems

June 1991 – October 1993

Senior Instructional Systems Engineer

- Worked on database-related projects: data retrieval and formatting, plus multimedia demos.
- Worked on Unix (in C and GNU C), and DOS/Windows (in Microsoft C).

MetaMedia Systems, Inc. (a division of Online Computer Systems)

March 1984 – June 1991

Multimedia Programmer/Senior Instructional Systems Engineer

- Lead programmer and system software designer on many large-scale multimedia/instructional projects. Duties included creating all framework code, designing, all the data collection routines, all the authoring system (OASYS) templates, and attendant subroutines. Also created many executable utilities to increase the efficiency of the course development process.
- Created OASYS templates noted for their flexibility, power, and breadth.
- Created the templates and code structures for the world's first authoring-system-based networked Team Training system for PC-level machines.
- Created an interactive code-generation facility for large courseware projects (a precursor to OASYS).
- Also acted as project manager, trainer, and designer on various projects.

UMUC Center for Instructional Design and Evaluation

January 1983 – March 1984

Lead Programmer

- Lead programmer and supervisor of programmers on a Calculus instruction contract for Control Data Corporation.
- Chief technical liaison with CDC.
- Worked with touch panel interfaces.
- Created routines which were incorporated into all CDC Calculus courseware nationwide.