

# MARK PHILLIP

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## **Education**

### **Massachusetts Institute Of Technology**

Cambridge, MA

*September 1996 –  
January 2000*

Electrical Engineering and Computer Science Major, Class of 2000. Microsoft National Minority Technical Full Scholarship Winner. Coursework included Software Engineering of Innovative Web Services, Computers and Engineering Problem Solving, and Artificial Intelligence.

## **Experience**

### **RUWT? Sports**

Austin, TX

*September 2006 –  
Present*

CEO and Founder of sports technology company. Core technology is a patent-pending engine that analyzes game statistics, team histories, and Internet buzz to identify exciting games in real time. Fans can use areyouwatchingthis.com to receive free alerts whenever an exciting game is found on their cable provider. Technology was written up in ESPN the Magazine and was featured on NPR.

*June 2005 –  
August 2006,  
July 2007 –  
October 2008*

### **T3 – The Think Tank**

Austin, TX

Worked as Geek In Residence for interactive advertising agency. Gave internal tech talks ranging from Intelligent Browser Caching to the State of Social Networking. Role had influence on full lifecycle of projects from concepting and pre-sales through development and deployment. Have built applications for clients including Dell, the Dept. of Education, John Deere, and JCPenney.

*June 2000 –  
September 2004*

### **Trilogy Software**

Austin, TX

Recognized as leading Web Developer and Prototype Architect/Developer in company, excelling in understanding the needs of the customer, and envisioning the best ways to reach and retain them. In first year, received Trilogy Star Award for presentation layer development work for Ford Motor Company, and invited into Trilogy SEALs, a team of top performers committed to leadership.

2000 – Designed an automated Extranet Generator to help Lands' End cater to its corporate customers. Presented work to Lands' End's CFO and other high-level executives.

2001 – Rewrote presentation layer for "Build Your Lexus" section of Lexus.com. The number of submitted leads tripled after optimizing and simplifying Java beans and cross-browser JSPs.

2002 – Led team of nine in development of web-based Incentive Management proof of concept for General Motors. On just a few days notice, extensible prototype was quickly repackaged and reskinned with data for Nissan, Ford, and Chrysler.

2003 – Championed push to make Flash a relevant technology at Trilogy. On top of normal workload, ran Flash crash courses in Austin and via videoconference to Bangalore office.

2004 – Created retail automotive configuration prototype in Flash that prompted a report by John P. Dalton of Forrester Research titled "Trilogy's X Internet Play: Smart Move".

*January 2000 –  
June 2000*

### **GymAmerica.com**

Arlington, VA

Worked as Lead Developer of Wireless Applications for fitness website. Designed and developed wireless applications to allow members to travel to their local gym and access their upcoming workout on his or her cell phone or PDA. After working out, members could enter their results to receive their next, recalibrated workout. Vignette-backed Tcl solution could be used on and offline.

*Summer 1998,  
Summer 1999*

### **Microsoft Corporation**

Redmond, WA

Worked as Software Design Engineer in Test on Outlook Express. Redesigned test team's internal web site using XML, XSL, and ASP. Created custom Windows-based packet sniffer to allow team to easily debug network traffic between Outlook Express and Hotmail. The following summer, worked as Software Test Engineer on Visual InterDev 6.0, and wrote Visual Basic application to allow computerized labs to automate the testing of the product.