

Andrew B. Gross
andrew.b.gross@gmail.com

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| Skills | <p>Technical Skills: C, C++, SQL, kernel and user mode debugging, statistical analysis and research methods, SAS, Windows, UNIX, Microsoft Office</p> <p>Management Skills: Excellent verbal and written communication skills. Hiring responsibilities, including recruiting abroad. Experience managing employees of diverse cultural backgrounds and widely different staff levels. Proven ability to evaluate, motivate, and nurture those reporting to me.</p> |
| Employment | |
| | <p><u>Microsoft Corporation</u></p> |
| 2005-present | <p><i>Technical Lead for Security, Windows Serviceability.</i> Responsible for keeping abreast on all security issues owned by Windows Serviceability, briefing management on their impact and status, and for driving a subset of these issues to completion. Time divided evenly between investigating and fixing issues as an individual contributor, and performing management tasks such as identifying appropriate bug owners, setting schedules, arranging, attending, and/or leading meetings, prioritizing issues, and setting acceptance criteria. Also responsible for disseminating security-related best practices to Windows Serviceability developers.</p> |
| 1998-2005 | <p><i>Software Development Lead, Windows Serviceability.</i> Managed six full time employees and two contractors, in addition to duties as an individual contributor. Fully responsible for timely prioritization of incoming issues, assigning workloads, and delivering bug fixes to Premier customers in a timely fashion. Wrote performance reviews and promotion justifications. Recruited and hired new employees, including traveling internationally to interview candidates. Lead a high-profile, 6 month effort to identify causes of breakdowns in communication between various subgroups within our organization, recommend solutions, and drive implementation of solutions. Was selected as the development team's only member of a very small task force charged with researching causes of systematic failures to deliver timely fixes, and recommend process improvements to avoid such failures in the future. Responsible for code reviews, engineering reviews, and architecture reviews for all fixes made by my team.</p> |
| 1997-1998 | <p><i>Software Design Engineer, DCOM for UNIX.</i> Programmer on a small team charged with creating DCOM for Unix. Implementation involved mainly fixing an existing implementation of the Win32 API on the Unix platform, then using this API as the basis to port the DCOM code over from the Windows platform. Development platform was Sun Solaris.</p> |
| 1996-1997 | <p><i>Software Design Engineer, Site Server.</i> Hired by Microsoft to own development of the back end SQL database for storing Site Server's user data, including C++ code for accessing and manipulating this database. Requirements for the project were ambitious, as Program Management desired that the database be both very fast and also arbitrarily customizable by end-users. Midway through the project, requirements were modified to also include supporting queries and modification of certain data via the LDAP protocol. Responsibilities included large amounts of design work on both the database schema and the C++ Object Hierarchy that would be used to access and manipulate the data, as well as coding said design.</p> |
| | <p><u>Oracle Corporation</u></p> |
| 1994-1996 | <p><i>Consultant, Seattle Office.</i> Worked at many client sites, including Tektronix, Nike, CH2MHill, and Boeing. Specialized in performance tuning of databases and SQL queries. Routinely assigned on short notice to client sites to fix severe performance issues. Solely responsible for the design and implementation of a program for</p> |

Specialized Bicycles that ran on hand-held barcode scanning devices and interfaced with Oracle's Inventory package, using C and the UNIX Curses library.

Price Waterhouse

1993-1994

Consultant, Public Utilities Division

Collected requirements for the customization of existing software, then used CASE tools to implement changes. Extensive travel.

Education

1999-present

Coursework as a non-matriculated student in the University of Washington Computer Science Department. 4.0 GPA in Data Structures & Algorithms, Computer Systems, and Languages & Compilers.

1990-1992

M.A., Sociology, University of Washington.
Concentration in Demography and Statistical Sociology. Masters Thesis on Neighborhood Effects of Residential Segregation. Several co-authored publications in Demography and Sociology academic journals. Numerous presentations at academic conferences.

1986-1990

B.A., Sociology, University of Chicago.
Liberal Arts degree which included Philosophy, English, History, and Art classes in addition to Sociology coursework. Several co-authored publications. Analysis of large Census datasets using SAS on a variety of Unix platforms.

Interests

Go, food and wine, board games, racquetball, reading.