

Blain R. Newport

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OBJECTIVE: To solve interesting technical and creative problems.

EXPERIENCE:

Test Coordination / Automation Hewlett-Packard 2006 – 2008

- Automated test processes and office tasks using SharePoint, Access, and Excel
- Coordinated geographically distributed tests using SharePoint, teleconferencing, and internet conferencing

UI Lead (Python CGI on Apache) Hewlett-Packard 2000 – 2005

- Responsible for embedded web UI on the HP Print Server Appliance
- Created UI in collaboration with Human Factors and Tech Marketing
- Mentored other engineers through architecture transition to mod_python
- Became the “go to guy” for routing defects due to overall system knowledge

Web Developer (ASP Web App.) Hume Technology Solutions 1999 – 2000

- Instrumental in development of application testing procedures
- Participated in the web site design process

Senior Project (JAVA) CSUS 1999 – 2000

- Designed, documented, implemented, and tested a flowcharting network testing front end in Java

Web Developer (Perl) CEDAR (former Department of Defense project) 1998 – 1999

- Assisted with creation and maintenance of web pages populated out of an Access database using Cold Fusion and SQL

EDUCATION: Bachelor of Science, Computer Science. December 2000, CSUS.

EXTRACURRICULAR:

- DHTML Coding: DHTML card choosing interface for upcoming video series ([early version](#))
- Video Production: (2009 – present) Produced seventy hours of video for YouTube. Self taught in AviSynth, GIMP, Audacity, ModPlug, Windows Movie Maker ([fun example](#))
- Community Theater: (2003 – 2009) Nominated for three Elly awards (Lead in a Children's Show 2003. Best Supporting Actor 2007 & 2009).
- C++ Game Demo (2001) – 8-bit style game demo using the Allegro library ([video](#))
- Toastmasters: (2000 – 2004) Served as President, Vice President Education, and Sgt. At Arms. Earned Competent Leader, and Competent Toastmaster certificates. Chaired and organized multiple contests. Won 2nd place at division level in Table Topics and Humorous Speech competitions.
- Level Editing: (1996 – 2004) co-authored the Godless series of deathmatch levels for Doom 2.