

MICHAEL B. SHARPS, CAPM, MCTS
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OBJECTIVE: To use my program management skill set to contribute to the creation of exciting technology.

EXPERIENCE

Aquent LLC

Redmond, WA

Consultant (Microsoft PlayReady), October 2008 – Present

- Created the developer manual for PlayReady PC SDK, educating licensees on the technology and enabling them to implement custom solutions for protecting content.
- Worked with development team and business stakeholders to identify requirements. Coordinated marketing, legal, and editorial reviews. Incorporated feedback given to sales teams and technical evangelists.
- Streamlined documentation management process for all PlayReady products. This includes developing conversion tools, creating build scripts, and managing version control system.
- Wrote a white paper detailing the process of distributing existing protected content using Silverlight. This white paper is used for sales presentations to technical decision makers.

MySpace.com

Seattle, WA

Software Developer, March 2008 – July 2008

- Coordinated with Brazilian sales team and led development effort to import user accounts from a partner web site.
- Developed web interfaces for Signup and Friends sections of MySpace in JavaScript and Asp.net AJAX.
- Ported the Filmmaker Sign Up section from ColdFusion to .Net Framework, reducing errors in production site and offering greater flexibility in the sign up process.

Xbox, Microsoft Corporation

Redmond, WA

Software Design Engineer, November 2006 - February 2008

- Worked with program management to define specification and implement technology to allow user-generated content from Xbox titles to be shared via Xbox Live, from specifications to deployment.
- Initiated unit testing during development phase using NUnit, improving code quality and ease of refactoring.
- Implemented tools for scalability testing and performance monitoring. These tools were critical for verifying before release that the technology could handle the expected user traffic.

Microsoft Game Studios (MGS), Microsoft Corporation

Redmond, WA

Software Design Engineer (Photo Upload Project), March 2006 – October 2006

- Serving as a Technical Program Manager, led a cross-team effort to implement and maintain a custom technology for PGR3 to upload in-game images.
- Gathered requirements from game development, Xbox Live, and Windows security teams. Wrote specifications and project management documentation defining the development and deployment processes.
- Maintained the schedule, tracked dependencies of the game, web, and operations teams, and delivered weekly metrics using Scrum methodologies.

Software Design Engineer (General), March 2005 – October 2006

- Simultaneously supported multiple game development teams throughout their development cycle. Coordinated access to installation, optimization, and configuration resources.
- Integrated tools into PGR3 and Forza 2 code bases and developed a custom data mining solution for the games.
- Developed tools for managing manual test work and tracking adoption of group's technology.

MSN, Microsoft Corporation

Redmond, WA

Software Design Engineer, August 2002 – February 2005

- Wrote technical specifications and developed web services to convert editorial content and layout into rendered web pages.
- Developed web services and UI components for MSN's content publishing system.
- Maintained setup code.
- Automated test cases for middle tier.
- Developed code check-in notification tool.

EDUCATION**Stanford University**

Master of Science, Computer Science, June 2002

Specialization: Computer Graphics / Human Computer Interaction

Palo Alto, CA

University of Maryland Baltimore County

Bachelor of Science, Computer Science, May 2000 (Magna Cum Laude)

Minor: Applied Mathematics

Baltimore, MD

CERTIFICATIONS AND TRAINING

Certified Associate in Project Management (Project Management Institute)

Microsoft Certified Technical Specialist: Microsoft .Net Framework – Application Development Foundation

Engineering Excellence for Program Managers (Microsoft internal course)

Game Development Certificate, University of Washington

TECHNICAL SKILL SET

C/C++	HTML/DHTML	Unix/Linux
C#/.Net Framework	JavaScript /AJAX	SharePoint
Java	ASP.Net	Microsoft Office
Visual Basic	Silverlight	Scrum/Agile Development
SQL	XML/XSLT	NUnit/Test-driven development
DirectX	CSS	Visual Studio Team System
VAX Assembly Language	IIS	WIX/MSI

ORGANIZATIONS AND ACTIVITIES

Member, Program Management Institute

Member, National Society of Black Engineers

Highlight-reel receiver, co-ed flag football