MICHAEL D. PULEIO

hire.me@michaelpuleio.com

An insightful engineer, passionate about creating high performance teams and software that exceeds expectations.

Summary

Business Owner, Chief Technical Officer, Blue-Collar Architect, Lead Developer, Agile Coach, Scrum Master, and team player on numerous successful projects across several industries. Coach, Mentor, Author, and Public Speaker.

Experience

Owner and Principal Developer, MichaelPuleio.com   *2017 – Present*

Utilizing my extensive background in team leadership, coaching, system design, architecture, and implementation. I drive business growth for clients by enabling software integration to optimize workflows and adopting Agile practices. Adept in designing and implementing applications with .NET and C#. Proficiently oversee day-to-day functions, encompassing business development and investor relations, while also steering a startup.

Senior Lead Software Developer, Travelport   *2011 –2016*

Senior Developer building and troubleshooting Universal Desktop, a sophisticated and expansive WPF application and SDK employed by travel agencies world-wide. Key responsibilities encompass:

- Simultaneously introducing new features while identifying, redesigning, and rearchitecting problematic areas within the application to eliminate anti-patterns. Consistently delivering high-performance, well-tested code.
- Broadening the team's understanding of best practices including pattern utilization, anti-pattern avoidance, effective abstraction, performance profiling and enhancement, and sustained maintainability.
- Assuming the role of Scrum Master and Agile coach for a geographically dispersed development team across multiple releases. Advocating for Agile engineering methodologies, with an emphasis on Test-Driven Development (TDD), automated acceptance testing, and refactoring within an extensive legacy C# codebase.

Senior Software Design Engineer, Microsoft   *2000 – 2011*

Senior Software Design Engineer, Microsoft *patterns & practices*   *2006 - 2011*

Developer and Developer Lead at patterns & practices, specializing in building guidance rooted in proven practices for .NET developers. Responsibilities encompassed:

- Overseeing project team development efforts, including quality assurance, vendor management, and coaching.
- Architecting, designing, developing, and documenting production-grade software architectures, reusable components, and code exemplifying design pattern implementations.

Key Projects at Microsoft *patterns & practices*

- Project Silk **-** Constructing cross-browser applications employing HTML5, JavaScript, jQuery, and ASP.NET MVC3.
- Prism 4.0 and Developer's Guide to Microsoft Prism 4 - Crafting rich, flexible, and maintainable WPF applications.
- Developing Web Apps: Building Responsive, Modular Web Applications
- Data Access Guidance
- Guidance Automation Extensions 2008
- Guidance Automation Toolkit 2008
- Web Client Software Factory
- Smart Client Software Factory

Contributor, technical advisor, and subject matter expert for:

- Windows Azure Guidance Part 3: Integrating the Cloud on Microsoft Azure
- Acceptance Test Engineering Guidance
- Microsoft Application Architecture Guide, 2nd Edition
- Unity Block– Patent application with Chris Tavares
- Visual Studio 2005 Team System Guidance
- Enterprise Library
- Design for Operations

Public speaking and conferences

- *patterns & practices* Symposium: Redmond 2010
- Microsoft TechEd
- *patterns & practices* Summits: Israel 2010, Redmond 2009, Redmond 2008, Redmond 2007
- Agile 2006: *How Not to Do Agile Testing*

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Software Design Engineer, Microsoft MSN Internet Access   **2002 –2006**

IAS RADIUS Development
Technical Lead tasked with creating architecture, design, and implementation of an extensible authentication platform.

Connection Center Client Services
Designed and implemented services for new dialer application. Used C#, ASP.NET, and SQL to deliver the system early.

Connectivity Management Tool v1.0 and v2.2
Significantly enhanced performance by reducing memory usage, optimizing network bandwidth usage, and streamlining data transfer times, resulting in an approximate 50% improvement across these metrics.

Talisman Framework v1.0 and v1.2
Talisman provides a common environment for fast tool development, including authorization, authentication, and automatic updates. Herculean effort allowed v1.2 to ship within a month of original date even after the development team was shrunk by 75%.

Software Design Engineer, Microsoft MSN TV, (formerly WebTV Networks)   **2000 – 2002**

MSN TV 2 Service
Developed components for the MSN TV 2 service including distributed logging, server controls that allowed advertisement delivery and click tracking, and simplified module for communicating with internal data warehouse.

WebTV Client 2.7 and 2.8
Led development and refactoring efforts for both the operating system (WebTVOS) and application software of WebTV Clients. Successfully ported Windows Media Player to WebTV Client 2.8.

Dishplayer
Key role in four releases, spanning design, implementation, crisis management, and partner engagement with Dish Network LLC. Noted for troubleshooting, redesigning, and re-implementing crucial features.

Software Engineer, GeoGraphix   *1998 – 2000*

Development and refinement of a geophysical interpretation software suite, which provided a full range of interpretation, analysis, and mapping tools. Re-engineered existing import/export applications utilizing Visual C++ and the MFC to handle multi-terabyte datasets.

Independent Contractor, University of Colorado   *1999*

Conceived and executed an interactive website for Master's Degree program applications. The web app facilitated user applications, enabled online applicant screening by administrators, permitted application annotations and interview notes, supported acceptance or rejection decisions, and automated applicant notifications.

Software Developer/Analyst, Galileo International   *1998*

Responsibilities included maintenance and upgrades to Galileo's most widely used Windows-based software package.

Adjunct Professor, Denver Technical College   *1998*

Concurrent to work at Galileo International, taught *C++ Programming IV, Introduction to Windows Programming*.

Education

Student, **Colorado School of Mines**, Mathematics and Computer Science Department. Additionally, involved in the Guy T. McBride Honors Program in Public Affairs, Mines' Little Theater, and the Mines' Band.

Selected Academic Honors

Colorado School of Mines Metal Scholarship, Mines Presidential Scholarship, Mission Viejo Scholarship, National Merit Scholarship Finalist, Presidential Academic Fitness Award, All American Scholar, Achievement in Math and Sciences Award, Advanced Placement Scholar, and Navy Honors Program member.