

Dennis Payne

Holliston, MA 01746
(508) 686-7317 • dulsi@identicalsoftware.com
www.linkedin.com/in/dennis--payne/

Summary

- Passionate Scrum-trained software architect strong in C++, C#, and many other languages and technologies.
- Strong supporter and author of open-source programs and libraries.
- Examines and refactors code to improve the design.

Experience

Cornerstone, Remote

Senior Software Architect, August 2022 – February 2023

- Cornerstone acquired SumTotal Aug 2022
- Implemented containers for C#.NET microservices to simplify deployment and worked on using kubernetes.
- Used vcpkg to reduce our maintenance of C++ libraries.
- Guided designs for multiple Scrum teams as train architect.
- Converted C#.NET monolith applications to microservices.

Skillsoft, Burlington, MA

Senior Software Architect, October 2014 – August 2022

- Skillsoft acquired SumTotal Oct 2014
- Designed an improved integration of our learning (C#.NET) and talent (C++) products.
- Cleaned up legacy C++ code and added many test cases to ensure correctness of the new system.
- Created C#.NET prototypes for new microservices.
- Created C#.NET template for new microservices with test cases and Jenkins build support.

SumTotal, LLC., Burlington, MA

Senior Software Architect, November 2010 – October 2014

- SumTotal acquired Softscape Nov 2010
- Improved SumTotal Suite's performance and memory requirements to support more users.
- Implemented continuous integration with CruiseControl.Net.

Softscape, Inc., Wayland, MA

Senior Software Architect, May 1998 – November 2010

- Created and maintained core components for enterprise-wide event management system including web interface, SOAP integration, batch processing and CORBA communication.
- Developed Cognos integration and UNIX port.
- Replaced the database layer with a different library.
- Developed the multi-language support and translation infrastructure.
- Completed the cloud implementation for the talent management product.

Shifting Suns Studios

Programmer, December 2000 – December 2004

- Implemented Devil Whiskey's inventory and equipment
- Replaced the save game system

Projects

Projects not started by Dennis Payne generally maintain the style and standards of the original developer

github.com/dulsi?tab=repositories

gitlab.com/users/dulsi/projects

Open Game Source articles describe some work done to these projects:

identicalsoftware.com/ogs/

Education

B.S., Computer Science, May 1998

Rensselaer Polytechnic Institute

Skills

Programming Languages: C++, C#, C, Python, Javascript, Java, Nim, Vala, Lua.

Web Framework: React.

Databases: Microsoft Sql Server, Oracle, DB2, Postgresql, Sqlite, Mongo, Cassandra,

Redis.

Automation/Deployment Tools: Kubernetes, Docker, Salt, Ansible.

Development Tools: Visual Studio, Cmake, Jira.

Operating Systems: Linux, Windows.