Christopher Allan Webber

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SUMMARY — Software developer specializing in web development with strong ties to the free and open source software communities. Strong track record of leadership and community organization.

GENERAL SKILLS — Strong experience with:
- The architecture and development of applications from the ground up
- Maintaining and re-architecting existing applications
- Public speaking
- Leading major Free and Open Source projects (see MediaGoblin section)
- Experience working with open standards organizations

COMPUTER SKILLS
- Programming/Markup Languages: Python, Common Lisp, Bash, (X)HTML (including HTML5), CSS, JavaScript/EcmaScript, C++, Java, LaTeX, Emacs Lisp, SQL, RDF, RDFa, Scheme, PHP
- Web Frameworks: Django, Pylons, Zope, Paste, Python WSGI "unframeworks"
- Applications: Emacs, GNOME desktop suite, GNU Core Utilities, Postgres, MySQL, sqlite, MongoDB
- Testing: pytest, Nose, Jenkins administration
- Operating Systems: GNU/Linux, Solaris, Windows
- Revision Control Systems: Subversion, Git, CVS
- Leading programming teams
- Recipient of the 2015 O'Reilly Open Source Award for software and network freedom activism

EXPERIENCE

W3C Social Working Group — **Remote**
Invited Expert — 2014 - present

Working as an invited expert to the W3C Social Working group on standards for federation and social APIs. Brought in for (and representing) experience with MediaGoblin (along with fellow MediaGoblin developer Jessica Tallon).

Open Tech Strategies — **Remote**
Contractor — 2014 - present

Contractor on various PHP, Python, and Javascript projects for Open Tech Strategies, a company specializing in free and open source software technology and strategy.

MediaGoblin — **Remote**
Lead developer — 2011 - present
Stripe Open Source Retreat — January 2016 - April 2016
 Working fulltime — September 2012 - November 2014

Free software media publishing framework aiming for decentralization, extensibility, and building the commons. Written in python and uses forward-facing HTML5 technologies.

Crowdfunded in campaign run in conjunction with Free Software Foundation which paid for my full time work in 2013. Ran a second campaign raising enough to hire another employee full time.

- Managed growth of project from humble local outline on my machine to more than 75 contributors (not including translators), averaging 5-10 active contributors at any time
- Primary contributor, run regular meetings, set general direction for project
- Project reviewed in multiple tech journals, have spoken at (and invited to speak at) conferences on the subject, interviewed in podcasts
- Responsible for project's fundamental design and codebase
- Running and managing successful crowdfunding campaign in conjunction with Free Software Foundation
- Administrator for Summer of Code and Outreach Program for Women 2013, 2014, and 2015 participation
- Personally selected to represent MediaGoblin, participating in Stripe Open Source Retreat, running in January-April 2016

Creative Commons   **Chicago, Illinois (remote)**
Senior software engineer   August 2009 - September 2013

- Re-architected CC's core website properties. Transitioned and rewrote codebase from legacy Zope3 codebase to modern WSGI-centric application with WebOb, Routes, etc.
- Coordinated with CTO to transition license engine over from multi-format system to entirely RDF driven engine
- Since the departure of CTO, managed most tech team leadership duties
- Maintained CC's metadata infrastructure (RDF, API, etc)
- Trained new engineer
- Actively involved in licensing discussions and activities; worked with Free Software Foundation to confirm acceptability of CC0 as software license and compatibility of CC0 with the GPL. Actively involved in Creative Commons 4.0 licensing discussion.
- Google Summer of Code mentorship in 2010 (Creative Commons OpenOffice extension)
- "FOSS Ambassador" duties; maintaining Creative Commons link to the free and open source software world (maintaining communication channels with Free Software Foundation, Open Source Initiative, speaking at relevant conferences)
- Management of translation and internationalization tooling
- Architecting code for new legal tool (Public Domain Mark)

Participatory Culture Foundation   **Chicago, Illinois (remote)**
Software developer   September, 2008 - July, 2009

- Hired on fulltime after three months of voluntary contribution to Miro's codebase.
- Worked on various contributions to Miro, the free Internet television player. Significant contributions to the massive structural overhaul involved in the 2.0 release. Assisted in the conversion from an HTML-based user interface to using native desktop widgets.
- Contributed to the frontend overhaul of the 3.0 release of Miro Guide, a freely licensed video channel directory service.
- Primary developer on Miro Community, a freely licensed video metachannel aggregator. Responsible for technical planning and design of the project's backend and frontend from concept specifications.
- Created VidScraper, an extensible python library for gathering contextual data about videos hosted at various locations on the web, including location data for flash-embedded videos. Also included a video metasearch service. Used extensively in Miro Local/Community TV.
- Regularly coordinated with graphic designer to develop aesthetically pleasing frontends for aforementioned web applications.

Imaginary Landscape   **Chicago, Illinois**
Software developer   June, 2007 - September, 2008

- Maintained a decade's worth of existing Python code and developed new code, including many common small applications, a custom content management system (named Landscaper), and

various client-specific custom applications.

- Led the transition of the internal codebase from a custom Python Paste based framework to Django.
- Introduced several new practices to the company, including code reviews, unit tests, code style guides, and improved internal documentation.
- Developed initial HTML, CSS and JavaScript templates for our applications which would be later stylized and modified by the user interface team members.
- Maintained several company servers and websites. Tasks included repairs, preventative maintenance, and updating Apache configurations. While transitioning between system administrators, I also updated DNS records and performed many other sysadmin duties.

Google, Inc.   **Chicago, Illinois**
Datacenter technician   August, 2005 - June, 2007

- Wrote the command line frontend for server install/reinstall system and compiled the accompanying user-facing documentation.
- Starting in 2006, served as the team lead of the repairs team, managing a team of more then 10 people on the day-to-day repair operations.
- Wrote several scripts to help us diagnose machines, most significantly one which aided in identifying bad RAM. This script was widely used, and at one time, one of our key tools in repairs.
- Created a standard GNU/Linux image that was deployed to all repair team laptops in the Chicago region.
- Selected to be on a special team to administer one of Google's most valuable and protected machines.
- Presented local "tech talks" to our team, with subjects ranging from the basics of Python programming to the paradigms of Free and Open Source Software.

MISCELANEOUS
FREE SOFTWARE
CONTRIBUTIONS

Have done plenty of small contributions to various projects. Some minor highlights:
- Added AM/PM support to Emacs OrgMode
- Contributed "{% elif %}" template tag to Django; merged in 1.4 release
- Contributions to Hy (lisp for python), including writing the majority of the tutorial, adding new language features such as keyword passing syntax
- Contributed python tooling and coding advice to the Blender open movie "Tube", including an asset management system called "reference desk", a tool to quickly render multi-scene sequence films in OpenGL called Ogler
- First patch of mine ever merged into a free software project was a fix for a bug in the GNU Emacs tetris implementation where you could pause the program and still move the pieces around (Quote from RMS: "If you cheat at solitaire, who are you cheating? Anyway, thanks for fixing it." [Feb 28, 2007])

EDUCATION

DePaul University, Chicago, Illinois

Bachelor of the Arts, 2007
Major: Interdisciplinary Humanities

PUBLIC SPEAKING

I regularly give talks at usergroups and conferences; not all talks are listed here, but here are some highlights.
- 2014, LibrePlanet, *State of the Goblin*
- 2014, FOSDEM & Flourish, *The Road Ahead for Network Freedom*
- 2013, LibrePlanet, *Federated Free Software Features (on panel with Evan Prodromou)*
- 2013, FOSDEM, *GNU Affero General Public License, version 3*
- 2012, Flourish, *GNU MediaGoblin and a decentralized media future*
- 2012, LibrePlanet, *Creative Commons and the free software community*
- 2012, PyCon, *MediaGoblin (poster session and lightning talk)*

- 2011, PyCon, *Using Blender's new BPY Python API*
- 2011, Libre Graphics Meeting, *Blender's Python API*
- 2011, Libre Graphics Meeting, *Autonomo.us Free Network Services and Global Conflicts*
- 2010, ChiPy, *GitPython and Git Internals*
- 2008, ChiPy, *Miro, a free, open source internet tv & video player*

ACTIVITIES AND
HONORS

- Collaborated with Free Software Foundation on the film Patent Absurdity (made animations that accompanied the film)
- Active member of various local usergroups, including the Chicago Python usergroup (ChiPy) and the Chicago GNU/Linux User Group (ChiGlug). Occasionally give talks on various subjects.
- Enjoy making visual artwork on pencil and paper, using the GIMP and a wacom tablet. Fairly talented in Blender and Inkscape as well.
- Volunteered in the recording and editing of PyCon 2009-2012's video footage.
- Taught class on the GIMP to high school students at Casa Aztlan, a local community center in Chicago.
- Received the *Spirit of Barat Award* for activism and website authorship and maintenance for the Keep Barat campaign, which aimed to keep the Barat campus of DePaul University open.

References available upon request.