SCOTT MILLS

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VICE PRESIDENT, DEVELOPMENT

PROFESSIONAL PROFILE

- 35+ years of experience leading design, development, and delivery of complex projects and high-performance solutions.
- Proven track record managing geographically diverse teams to produce high-quality results
- 23+ years as an entrepreneur
- 1 Issued Patent 6,918,091; 1 derivative Patent 7,895,530
- Adjunct Senior Lecturer – The Ohio State University, Department of Computer Science and Engineering
- Expertise leading both Agile and Waterfall software development practices
- Sound knowledge of object-oriented programming
- Operational knowledge of many languages
- Deep knowledge of relational databases and query languages
- Extensive knowledge of source control, defect tracking and metrics, unit testing, code verification and documentation
- Ability to perform programming, debugging, data analysis and systems analysis

PROFESSIONAL EXPERIENCE

Director Software Development - NEXT, *TEAMSoftware -* www.teamsoftware.com   07/21 to Present

Adjunct Senior Lecturer, *The Ohio State University -* cse.osu.edu   08/14 to Present
- CSE 3902 - Design, Development, and Documentation of Interactive Systems
- This is a Junior-level (or advanced Sophomore) course on professional software development. Our goals are to craft high-quality software, understand the process of Agile software development, survey design patterns, become familiar with advanced tools for software development and project management, and experience working in a small sized team (4-5 people). To facilitate reaching these goals, you will work on developing and refining an engine for 2D platformer games over the course of the semester. There will be a large amount of critiquing of code and interactive feedback.
  - Lecturing Tuesday/Thursday evenings 5:30pm – 6:50 pm
  - Teaching OOP, Design Patterns, C#, Microsoft DevOps (VSO), SCRUM (Sprints), MonoGame Game Development
  - Preparing lesson plans & lecture materials, coding each of the assignments, performing code reviews, assessment of knowledge using quizzes and exams

President/Founder, *C-Sharp Technologies, Inc. -* www.c-sharp.com   03/97 to Present
- Manage development and office staff and all day-to-day business operations
- Design and develop multi-tier business applications utilizing C#, C++, VB, .Net, MFC, ADO, SQL, HTML
- Serve as the principal contact in all client relationships
- Function as the Technical Architect and Project Manager for all solutions created by our team

  Fun Fact: Yes! Microsoft did write me a check in order to name their most popular .Net language C#

Vice President Foundry Products, *TrueCommerce* {Selloff of HighJump August 2017}   08/17 to 07/21
- Manage on-shore and off-shore teams designing and developing n-tier Commerce software solutions using C#, .Net/.Net Core, Typescript, HTML5, CSS, OData/WCF Web Services, JSON, nHibernate, Spring.Net, SQL Server, Couchbase, Entity Framework
- Product/Team responsibilities include:
  - Foundry Platform
  - Data Hub
  - Integration Gateway
  - Integrations (ERP, eMerchant and internal applications)
  - Essentials (Shipping, Business Intelligence and Analytics, Document Imaging, Scheduling)
  - Commerce Hub (Products, Orders, Inventory, Fulfillment)
  - eCommerce Storefront
  - Drop Shipping

- Perform career management functions including team structure and responsibilities, hiring and compensation, and personnel management, review, and development

- Establish corporate development practices and procedures including tools and methodologies
- Participate in Diligence activities reviewing application development practices of acquisition candidates

Vice President Development, *HighJump Software* {Merger July 2014}   07/14 to 08/17
Vice President Development, *Accellos, Inc.* {Acquired vSync Dec. 31, 2009}   01/10 to 07/14
Vice President Development, *vSync*   05/07 to 12/09

- Manage our geographically diverse teams designing and developing n-tier software solutions for the entire supply chain using C#, HTML5, CSS, WCF Web Services, oData, JSON, nHibernate, Spring.Net, SQL Server, IIS {personnel distributed across 4 countries and 6 U.S. states}
  - Electronic Data Interchange (EDI)
  - Warehouse Management
  - Third-party Logistics (3PL)
  - Transportation Management
  - Retail Management
  - Direct Store Delivery
  - Integrations (ERP and internal applications}
  - Essentials
  - Shipping
  - Reporting
  - Business Intelligence and Analytics
  - Document Imaging
- Perform career management functions including team structure and responsibilities, hiring and compensation, and personnel management, review and development
- Establish corporate development practices and procedures including tools and methodologies
  - Agile/Scrum mentoring
  - Visual Studio 2015, 2017
  - Visual Studio Team Services
- Participate in Diligence activities reviewing application development practices of acquisition candidates
- **IT Director** – Administer the following across 5 offices/facilities plus Denver CO Data Center:
  - Manage the IT budgets and expenditure on hardware and software
  - Procurement of IT hardware, software, maintenance products and services
  - Responsible for the recruitment and training of new staff
  - Developing and maintaining the company IT systems, software and databases
  - Recommending and implementing improvements and efficiencies
  - Management of server software and associated backup routines

Lead Software Engineer, *H&R Block, Inc.*   05/04 to 05/07

- Designed and developed
  - Windows services using C++, MFC
  - Extensions, Customizations and Improvements for E-File Client and supporting Applications
  - Secure broadband and dialup communications/services using C++, MFC, TCP/IP-Winsock, Cisco VPN Service
  - Express Mortgage Web Service using C#, Managed C++, C++, XML, SOAP, ADO, MS SQL Server
  - Software Automation/Customization utilizing VB Script, COM {C++, VB}
  - Custom Reporting leveraging FTP, C++/MFC, VBA for Excel
- Provided front-line technical support for over 12,000 offices during "Tax Season"
- Conducted mentoring program and "Brown Bag" lunches {technology sharing}

Lead Software Engineer/Development Manager, *CompuServe, Inc.*   08/95 to 02/97

- Served as Technical Lead/Architect of the development team responsible for an online client
- Co-authored a software patent application for utilizing custom graphical interfaces and components
- Designed and developed OLE components
- Provided corporate consulting for Win32, C++, MFC and OLE
- Completed performance plans, appraisals, and salary reviews for development staff
- Participated on the corporate team tasked with identifying and implementing procedures to improve upon and standardize the production of performance plans and appraisal

Software Consultant/Technical Manager, *Intergraph Corporation*   11/92 to 07/95

- Served as Technical Lead/Architect of the development team responsible for the corporate Component Object Model (COM) Software Development Kit
- Designed and developed Windows custom controls along with a suite of programming Wizards to automate the generation of COM source code
- Provided corporate consulting for Win32, C++, MFC
- Chaired Intergraph's Software Development and Tools SIG
- Functioned as the primary technical contact between Intergraph and Microsoft for Win16, Win32, Visual C++, and MFC

Software Engineer/Project Lead, *Mentor Graphics Corporation*   12/89 to 11/92
- Coordinated the project team responsible for developing the corporate user interface, a layered API using X/Motif, X/OpenLook, and Windows NT
- Provided technical leadership during redesign of the proprietary Motif-compliant GUI, which improved usability and performance
- Received corporate **Chairman's Achievement Award for Excellence** in 1990

Senior Software Analyst/Technical Manager, *Intergraph Corporation*   06/84 to 12/89
- Managed the development team responsible for a suite of WYSIWYG graphics products, and coordinated product life cycles from requirements definition through product release
- Developed and maintained the graphics library used as a platform for all publishing and commercial arts software products
- Performed all market comparisons, product design, and software development for a pixel-based paint-and-draw product which was bundled with the original line of workstations
- Designed and developed a technical illustration package which provided a technique for working in a 3D environment using 2D drawing construction planes

Patents

User definable interface system, method and computer program product
United States U.S. Patent 6918091
Issued July 12, 2005

In a cursor-based computing environment having a display, a user definable interface (UDI) is displayed upon activation by a user. The UDI has a plurality of levels each having a plurality of buttons and is displayed in a selectable position about a pointer position in a display area to reduce pointer commute. The user selects a visual appearance and shape of the UDI, and the number of buttons. The user assigns a command to each of the plurality of buttons at each of the plurality of levels by dragging and dropping from one or more applications of the apparatus

User definable interface system, method, support tools, and computer program product
United States U.S. Patent 7895530
Issued Feb 22, 2011

In a cursor-based computing environment generating a display, a user-definable interface is configured by a user and activated when needed by a user, wherein the user-definable interface comprises a plurality of buttons. Functions of the buttons are selectable by the user according to his preferences. These preferences may be derived from applications or by functions selected exclusively by the user. An application (ZTool) is also described, this application allowing configuration of a display in accordance with predetermined parameters. These parameters may be related to data base access functions or other types of data access, including logistical support.

System and method for using an interface
United States 20060085763
Filed April 20, 2006

A system and method for using a user definable interface (UDI). A display displays the interface. The interface comprises a plurality of levels each having a plurality of command regions. The visual appearance of the interface remains substantially the same for each of the plurality of levels and only one of the levels appears at a given time. An input device allows a user to select among the command regions at each of the plurality of levels to access another level or perform a function associated with a selected one of the command regions.

EDUCATION

Bachelor of Science in Computer Science and Mathematics, *Ball State University*   05/84
- Magna Cum Laude
- GPA 3.86/4.00
- **Undergraduate Fellowship/Research Assistant** (Sophomore & Junior Years)
- **Graduate School Instructor**, *Ford Motor Company* – Introduction to Computer Programming