



Bill Pfeil

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Bill Pfeil is passionately committed to the defense of our natural environments and the preservation of all species. He has a strong interest in data visualization tools and techniques for solving scientific problems and communicating results. Bill has more than 20 years experience developing desktop, mobile, and enterprise applications. He has created solutions for many types of industries including environmental, scientific and optical, radio, law enforcement, banking, and logistics and transportation. Bill has worked with many different languages and technologies including c, c++, .net, objective-c, java, javascript, ruby, rails, unity, android studio and more.

EDUCATION

Bachelor of Sciences, Engineering and Mathematics, University of Arizona, 1989

EMPLOYMENT HISTORY

2016 – Present, Software Engineer, Conservation Biology Institute, Corvallis, OR

2004 – 2015, Software Engineer, Trimble Navigation, Corvallis, OR

1999 – 2004, Software Engineer, Wicks Broadcast Solutions, Reedsport, OR

1997 – 1999 Software Engineer, ADE – Phase Shift Technology, Tucson, AZ

1996 – 1997 Software Engineer, Creative Labs, Milpitas, CA

1995 – 1996 Software Engineer, CDA – Viga Technologies, Tucson, AZ

1989 – 1994 Software Engineer, Praxair – Tracer Research Corp., Tucson, AZ

SELECT PROJECT EXPERIENCE

Electronic Ticketing. A mobile electronic ticketing solution for traffic enforcement. Worked closely with City of Portland officials, and law enforcement professionals, to produce the design and specifications. Authored most of the Windows CE client system. Managed the project and created the architecture for data exchange between the central server, records and scheduling servers, and the client. The system is currently used by the Portland, Beaverton, and Clackamas Police.



Logistics Project — Solution for GPS tracking, efficient scheduling, and routing for trucking. Managed 5 engineers and several contractors on the project, designed workflows, created the scheduling algorithms, designed and implemented client communications and threading models, implemented client code. Challenges included industry-specific process design, scheduling algorithms, routing clients, satellite communications, and a very tight project schedule.

GameFit Fitness Applications – Virtual environment fitness apps that provide realistic feedback for exercise motivation and enjoyment. Researched ways of converting accelerometer data to exercise feedback. Created calibration and conversion algorithms. Used the Unity game engine to create virtual cycling and auto racing environments.

Statistical Leak Detection Models – Created models of underground tank farms and hydrant systems. Models were subjected to a variety of virtual defects and resulting data was compared to actual throughput data to find the best statistical fit. Used by the US Air Force to monitor various hydrant installations.