

Pierce Wetter

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PROFILE

Pierce is a highly-motivated, “big-picture” engineer who can hold a number of complex, interacting systems in his head, yet doesn’t mind dropping down to “carry the water”. He has built and debugged a number of complex software systems in his career. His major accomplishment to date is www.marketocracy.com, one of the most infamous financial websites in existence, and definitely one of the most complex WebObjects sites outside of Apple.

EXPERIENCE

Site Architect & Director of Fund Analysis, Marketocracy, San Mateo, CA

2000-Present

- Led team of 7
- Contributed 33% of the code
- All of the visible UI coding
- Most of the major architectural decisions
- Website and subsystems are exceptionally robust and scalable
- One of the most complex WebObjects sites in existence, requiring large amounts of data on a per-user basis. It definitely pushes the boundaries on what WebObjects can do
- Solution to fix issues with original WO 4.5 adaptor still in use by Apple
- Fund Analysis considered “impossible” by Nobel prize winning economists beat the market by 5% per year on average
- 100,000-200,000 visitors a week view 8 dynamic pages each on only 3 application servers running at 14% load (at peak).
- Every possible page on the site can be bookmarked, all public pages can be indexed by Google or other search engines.

Director, Twin Forces, Flagstaff, AZ

1995-2000

- WebObjects Consulting
- Web Application Consulting (Perl, PHP, custom, etc.)
- Complex System Consulting
- Managed 2 employees and all business aspects of the partnership.
- “Adding Pierce to a Late Software Project makes it Early” — Customer Quote

Director of Engineering, Alexandria, Los Osos, CA

1993-1995

- Managed group of 10 engineers working on 3 different video game projects
- Developed video game called DynoBlaze for the 3DO.

Senior Software Engineer, Radius, Milpitas, CA

1989-1993

- PrecisionColor was the first affordable monitor calibration and color matching system.
- Worked on the SkyLab and RocketShare projects the only products to successfully license the Macintosh ROM code.
- Went from knowing very little about color science to being an industry expert in about a year.
- Managed 2 other engineers as part of a small team for the SkyLab project UI.
- Hand selected by the VP of Engineering for the “skunk works” team which led to the SkyLab and Rocketshare projects.

EDUCATION

California Institute of Technology, Pasadena, CA

B.S.

MAJOR SKILLS

WebObjects, Objective-C, Java, C++, SQL, Cocoa

AWARDS & WRITING

Program in the National Air and Space Museum, Smithsonian Institution, Washington D.C.

Wrote Chapter 7 of the Wrox book on WebObjects 5.0 with Java, *Components*

Most popular column in local monthly paper