

David William Dacres Shaver



AI & Systems Architect | Pioneering Engineer

Pioneering Software Architect and Engineer with 30+ years of experience developing foundational, industry-changing software. Architected the first WYSIWYG web authoring tool for professional publishers and the first cross-platform screen saver engine. Combines deep expertise in systems architecture, parallel processing, and low-level optimization with current AI research and development experience. Seeking to leverage extensive technical leadership and innovative problem-solving in AI software development or management roles.



Contact

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Education

B.S.C.S.E. Bachelor of Science,
Computer Engineering, and
Computer Science
@ Universities of Colorado (CU)
[Both Denver and Boulder]

[Focus, Plus Graduate Coursework,
in **Massively Parallel Processing,**
Artificial Intelligence]

Senior Project: Developed
"ORAMA," an AI expert system
with UI for medical anesthesiology



Honors/Awards

🏆 Second place by myself,
for teams of up to 3, in DU's 5
state programming competition.

🏆 First place by myself,
Industrial Arts Fair, Whole Disk
Compression.

[Products received many awards]



AI / CS Related Professional Experience

Owner / Principal Engineer / AI Researcher |
COMPUTACOR | Golden+Boulder, CO | Mar 1999 - Now

• Directing R&D in applied AI, including neural network training, LLM fine-tuning, and AI system development

• Architecture and constructio of custom hybrid-GPU compute servers for high-performance processing tasks

• Full-stack software development, systems administration, and database management for internal projects

• Managing secure, high-availability server environments across Linux (Debian), macOS, and Windows systems

• Research in parallel processing, AI, and advanced computing solutions for various applications (including Legal document handling +R.A.G./search of associated documents +emails↔SCOTUS)

Original Founder of Four / Principal Engineer, Manager of
Advanced Research | AstroByte, LLC | Denver, CO + OR |
Jan 1994 – Mar 1999

• Architected BeyondPress, the industry's first WYSIWYG web authoring tool for professional publishers; quantization+antialiasing

• Engineered real-time 3D game engine with hand-optimized assembly texture mapping and depth shading

• Led custom development for major clients including performance-enhanced scripting for Apple and visual templating for AOL

• Managed entire technology stack (Mac/NT servers, DNS, email, SQL, web services) for a team of 12+ engineers, including managing development of engineering using our cross platform development framework

• Negotiated initial company merger with Extensis, which instead of their claimed IPO, then went on to merge with multiple other



AI / Tools / Skills

- **AI/ML Technologies:** LLM fine-tuning (OpenAI, Gemini, Claude, DeepSeek), USearch / LangChain, Agentic AI development, neural network training, applied AI research, Etc,
- **Languages:** C/C++/OpenMP (decades), Assembly (68k, PPC, 6502), Python, Lisp/Scheme, Objective-C, Pascal, SQL, Node, PostScript, OpenCL/CUDA, Etc,
- **Architecture & Systems:** Systems Architecture, Massively Parallel Processing, GPU-Accelerated Computing, API Design, Full-Stack Development, Systems Administration (Linux, macOS, Windows), Network Engineering (TCP/IP, DNS), Concurrent Programming, Drivers/Firmware/Embedded, Etc,
- **Databases:** Database Design & Administration, Data Modeling, MariaDB / Redis / SQL, Custom Database Development, Etc,
- **Operating Systems:** UNIX/BSD (Linux: Debian, Ubuntu, SUSE), Mac OS X/Classic, Windows, Cloud/VPS+ [VirtualBox VMware Parallels], Etc.
- **Platforms:** Git/hub, GCC, LLVM/Clang, XCode, Visual Studio, LetsEncrypt, Apache, Etc,
- **Applications:** Microsoft Word + Excel, QuarkXPress, Adobe Photoshop & Illustrator, Gimp, OpenOffice, Blender, ffmpeg, Etc,
- **Studied Six Years of French**



Certifications

Red Belt, Tae Kwon Do
PADI, SSI, ANDI ‘Advanced’
 Scuba and Nitrox / ‘deep’ diving+

companies (ImageX, FedEx, Etc...)

Multiple Positions -> Senior Software Engineer | Quark, Inc. | Denver, CO | May 1987 – Jan 1994

- Key R&D engineer during QuarkXPress growth from 12 to 400+ employees
- Scripting Architect: Designed and developed QuarkXPress's core scripting system supporting Apple's OSA
- Network Architect: Created asynchronous, interrupt-driven, concurrent network protocols that became the foundation for Quark Publishing System (QPS) : CMS; Copy protection

Core Features:

- Developed original XTensions with UI & API, inspiring a multi-million-dollar developer ecosystem
- Floating palette+window management system/mini controls
- Designed color overlap (trapping) adjustment system + UI
- Built high-performance multi-scanner software with GPIB interface and file compression
- Authored numerous optimizations and bug fixes significantly improving product performance

Software Engineer / Founder | Software Forge | Golden + Denver, CO | 1990 – 1998

- Created Macintosh version of "Intermission" screen saver engine, the first cross-platform screen saver package; concurrency
- Engineered optimized sprite and compression engines in C and Assembly, licensed for game and entertainment products:
- Opus & Bill, Far Side, Flintstones & Dilbert Screen Savers (Delrina)
- Star Wars Screen Entertainment (LucasArts)
- Developed and ported "Solitaire Antics" for Macintosh, via Ant Software, and published by Masque Publishing

Founder / Consultant | Moebius Computer Consulting | Golden, CO | 1980 – 1987

- Custom software development for commercial, academic, and PhD candidate research clients
- Developed low-level system utilities in 6502 Assembly, including WYSIWYG Sector Editor and award-winning disk compression
- Created custom / bespoke database systems for real estate multi-listings, educational testing, and student tracking
- Wrote telecommunications and Bulletin Board System (BBS) software with serial interrupt drivers; +‘System Operator’