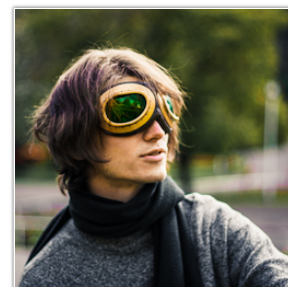# Dr. Trevor Fountain

Trevor Fountain is a software engineer at Palantir Technologies, a big-data software development and consulting company, and a founder at Quail, a software startup building small-business tools for small-town entrepreneurs. Prior to that, he was a co-founder at Blazing Griffin, a game development studio in Edinburgh, and a publisher at Far Off Places, a magazine of written whimsy. He obtained his Ph.D. from the University of Edinburgh's School of Informatics, where he studied models of natural language categorisation and hierarchy inference under Mirella Lapata. He obtained his undergraduate degree from The University of Texas at Austin, in the Computer Science department, and graduated with honors as one of the first class of Turing Scholars.

He is a skilled software developer and interface/interaction designer, as comfortable building modern full-stack web applications in React and Java as he is shipping delightful mobile apps on iOS or slinging bits around the call stack in high-performance C. He has worked as part of a large team (at Lockheed Martin and Sun Microsystems), as a leader of small teams (at Palantir and Blazing Griffin), and as a co-founder in a couple of small startups. If you're looking for a prototyping engineer, a highly-trained data scientist, or an engineering team leader, he's exactly what you need.

Contact Information

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Web: http://texasexpat.net
Github: @doches

Experience Highlights

Software Engineer
December 2013 - Present

Palantir Technologies

Led teams of 2-6 engineers and consultants to develop custom solutions to data and analysis problems at tremendous scale. Built realtime alerting systems for national intelligence agencies, game-changing (and patented!) research systems for a major oil producer, and fraud detection tools for a customer-facing Fortune 1000 company.

Founder
December 2016 - Present

Quail

Designed, built, marketed, and supported web and mobile applications to provide powerful small-business tools and insights to non-technical entrepreneurs on the fringes of the economy. These tools were built and marketed with a focus on ease-of-use for users with lower-than-average technical literacy.

Co-Founder
March 2011 - October 2013

Blazing Griffin

Designed a technology strategy for a small startup and oversaw development of iOS and PC projects. Hired and managed an engineering team, developed new IP, and grew the company from two people in a coffeeshop to a full-time staff of eleven.

Geek-in-Residence
June 2013 - August 2013

SYNC & Edinburgh Art Festival

Designed, developed, and deployed a strategy for increasing engagement with the arts through creative use of consumer technology.

Co-Founder & Digital Publisher

November 2012 - April 2017

Far Off Places

Designed a business strategy and supporting publishing system for a literary magazine spanning multiple distribution channels and payment models, including a custom iOS app and online subscription delivery service.

Developer

March 2007 - August 2008

SUN Microsystems

Extended various open-source packages to assemble an in-house system for asset and issue tracking that became a core part of Sun Austin's data center offering.

Intern

May 2006 - February 2007

Lockheed Martin Aeronautics

Worked with a team of engineers to develop enterprise software tools used to build the F-35.

Publications

Fountain, T. (2012). *Modeling the Acquisition of Natural Language Categories.* Ph.D. Thesis. The University of Edinburgh.

Fountain, T. & Lapata, M. (2012). *Taxonomy Induction Using Hierarchical Random Graphs.* Proceedings of the Conference on Human Language Technology and North American chapter of the Association for Computational Linguistics (HLT-NAACL 2012)

Fountain, T. & Lapata, M. (2011). *Incremental Models of Natural Language Category Acquisition.* Proceedings of the 33nd Annual Conference of the Cognitive Science Society.

Fountain, T. & Lapata, M. (2010). *Meaning Representation in Natural Language Categories.* Proceedings of the 32nd Annual Conference of the Cognitive Science Society.

Fountain, T. (2008). *FDL: A Feature Description Language for Semantic Role Labeling.* Unpublished honours dissertation. The University of Texas at Austin

Education

Doctor of Philosophy

Autumn 2008 - Autumn 2012

Informatics & Cognitive Science

University of Edinburgh

Bachelor of Science in Computer Science, Honors

Autumn 2004 - Spring 2008

Turing Scholars Program

The University of Texas at Austin

Skills

(Recent) Programming Languages

Typescript, Ruby, Java, Objective-C, Swift, C#, C, C++, Javascript, Go

(Beloved) Operating Systems

macOS, most *nixes, Microsoft Windows XP, Macintosh System 7

(Useful) Technologies

Dropwizard, Stripe, React, Angular (1x), Cocoa, Unity3D, OpenGL

Awards and Honors

SYNC Residency

Summer 2013

University Honors

Autumn 2005 - Spring 2008

Turing Scholars Honors Program	2004 - 2008
National Merit Scholar	2004
High School Valedictorian	2004
Eagle Scout	2003