

CV

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This CV is kept brief with points. If you have any questions, feel free to ask. I will only elaborate here for a short paragraph or 2. I have been writing software since I was 8. I grew up with it in my life. I don't see it as a job, or a career. I see it as part and parcel of me. My world. Software makes the lifelessness of electronics come alive. It makes it do things that people can actually use and appreciate. I have immersed myself in it because it can do so much. It is art. I still like people and maintain my friend and family connections, but the more technology grows, the more software intercedes in such relationships, and becomes a backbone for maintaining and expanding them. This is what I do. I make software come alive. It is my love. It is my focus. It is what I wake up for. Nigh on everything I know, I have taught myself. The software world is an always-changing world. You have no choice but to keep learning, and so I do. There is not a challenge I have not conquered, as long as it can hold my interest, as I will learn and do whatever is needed. I find ways of making what I do interesting. When it comes to my profession, This is what I do.

- Skills -

Technical & relevant skills

- Linux Open Source developer
- Lead developer and founder Enlightenment: <http://www.enlightenment.org> (X11 window manager and libraries) (over 1 million lines of C code in SVN currently)
- Graphics code (low level routines, hardware interfacing, OpenGL, OpenGL-ES, familiar with some ARM SoC's)
- Graphics layers all the way up from image processing and rendering all the way to application UI's (including writing toolkits, user input etc.)
- Virtual keyboard development and design
- 3D engines
- Animation
- Audio mixing and effects
- GTK+
- X11 (X-Windows)
- Media codecs (MPEG1/2, Theora, etc.)
- Core engine loops, IPC and queues
- Solaris and other older UNIXes
- Windows CE Development
- x86 (MMX, SSE etc.)
- C (C++ nominal - not active use). Eat, sleep, breath C.
- Shell scripting (sh/bash)
- HTML (PHP, Javascript)
- Have used Java, Perl, Python, Modula-2, M68k assembly, Miranda
- 3D modelling
- Cluster management
- Operating system build infrastructure
- Network management
- Consumer device software development
- UNIX Architect
- Prodigious library API development, design and implementation
- General UNIX administration

“Soft skills”

- Team lead
- Project management and planning
- Experience of building respect from peers
- Take personal pride in my work
- Lots of cross-cultural experience
- Self-reliant
- Experienced with high-pressure startup environments

- Education -

School:

Primary: Crestwood Public, Years 1-3 (1982-1984)
The Kings School, Parramatta, Sydney, Years 4-12 (1985-1993)
TER (Final score for entry int university): 97.5/100

University:

UNSW, Sydney NSW, Australia (1994-1997)
Bachelor of Science, Computer Science (began as computer engineering, changed to science to focus on software).
Extra Curricular activities:
Represented UNSW at Australian Computing Society Programming Competition
Tutored Students with Computing 1B (COMP1021).
Clubs and societies representative for SlarkenSoc

- Experience -

Independent consultant Aug 2008 - Present

Mobile touchscreen UI toolkit development for Swisscom, Switzerland mobile R&D, mobile touchscreen toolkit tuning, expansion, development and consulting for Samsung Mobile Platform Labs, South Korea, Graphics architecture consulting for Venray technologies, Texas, USA for new Chip architecture.

Openmoko Graphics Architect, Mobile - Nov 2007 - Aug 2008 (Tapie, Taiwan)

Lead all things graphics, from driver to UI toolkits. Optimize. Consult on new SoC's to be used, interface to international team spread across 5 continents. Company now effectively folder - only Web presence and stock liquidation left.

Morgan Stanley Japan Securities UNIX Systems Architect - June 2006 - Oct 2007 (Tokyo, Japan)

Responsible for ensuring the UNIX operations team and application teams work together in the smooth running of the trading systems. Identifying problems and rectifying them, organizing training, network security, statistics monitoring.

VA Linux Systems Japan Engineer, NAP Team - January 2004 - June 2006 (Tokyo, Japan)

Responsibilities included OpenLDAP code maintenance, patching, custom modification porting between versions and support/design. Also worked on custom Debian Linux distribution team making tools to help build custom Debian Linux install CD's easier and faster, maintaining packages, modifying the installer and testing and debugging.

Fluffy Spider Technologies Team Lead/Project Manager - October 2001 - December 2003 (Sydney, Australia)

Started as contractor, now doing project management, being team leader. Fluffy Spider Technologies (FST) works on contract software development. Primary focus was embedded device OS & User Interface design, implementation and improvement.

Projects worked on have included a Linux based PDA OS environment. This involved producing several prototypes, finally developing a custom window manager, task manager and application manager and launching system, modifying widget sets (GTK+) to customize the look and feel and interact with a touch-screen more effectively. Another PDA project involved a PDA project built on Windows CE, replacing the windows shell, building the OS and porting software to Windows CE. Another project involved producing on screen display software for a set-top box/PVR hardware platform for a client, building the software from the frame-buffer level up. Responsibilities included project planning, work assignment, software design, project analysis and status tracking and regular meetings.

VA Linux Systems Senior Software Engineer - June 1999 - October 2001 (Silicon Valley, California, USA)

Senior Software Engineer in VA Linux Systems Software Engineering Department. Have worked on assorted projects for open source, including cluster management software (VACM), server management software (Florence), Xfree86, Enlightenment, OpenGL, and more. Have been core member of Engineering there during a period of massive growth where the company went from 50 to 600 employees. Significant experience when combined with Red Hat, of start-ups, building businesses, business models, engineering dynamics during growth etc.

Red Hat Software Software Engineer - December 1997 - May 1999 (Raleigh, North Carolina, USA)

Core developer - in charge of designing, implementing and supporting several programming projects (all graphics related). Also have to keep up with environment and development tools that change on an hourly basis, track and fix bugs in other peoples programs and libraries that are needed for development, CORBA, Xlib, GTK+, and many other libraries, develop new apps and new solutions, administer a small network, handle maintenance and creation of web pages.

(Part-time)

Softway 7 months (Chippendale - Sydney)

Working as Cadet Software Engineer, on CGI, Web, Networking and Firewalls.

University of New South Wales 6 months (Kensington - Sydney)

Worked as tutor for Computing 1B, looking after a class of 20 students, marking assignments, doing consultations, supervising written tests and lab sessions.

TA Australasia 12 months (Concord - Sydney)

Worked as GUI designer, RIPCL Programmer for Air-conditioning and Building Control Systems.

Dick Smith Electronics 12 months (Parramatta - Sydney)

Worked as Salesman, specializing in computer sales, support and Electronic components, kits, and other technical devices.

- Miscellaneous extra -

I have lived in all continents except Antarctica and South America, and as a result have experienced some level of cultural diversity on a daily basis. I fluently speak English and German. Though rusty, my French is still serviceable. I have also studied Latin, though now forgotten, but there as a groundwork for my other languages. I have learned Japanese and Portuguese, some Spanish too. I love languages. The bridge a gap, allowing better understanding of people in this world.

I have given many presentations/speeches/papers at conferences all around the world. I can be a public speaker. I have gained friendships both near and far from these, as well as insight into what others do, how they do it, but more importantly, just who it is that is doing it.

I have even been named in Linux Magazine's (<http://www.linux-mag.com>) Who's Who To 50 Developers to watch August 1999 issue, though I am unsure as to precisely why. You'll find the Internet littered with references to me and even articles about me and my work.

I have spent over a decade actually learning what users - what customers want. How they express themselves. How to turn their desires into real cold-hard working features to make them happy. Finding the question that lies behind the question actually asked if normal for me.

Sometimes I doodle. It helps me think clearly.