Active Secret Security Clearance dax@synapticsparks.org

David S. Maynard

Skills

- **Programming Languages:** Ant, Ada, Arena, C, C++, C#, Java, JDOM, JNI, OpenGL, Open Inventor, Motif, Perl, Postscript, SQL, Visual Basic, VRML, X, XML
- **Applications, Operating Systems, and Tools:** Microsoft Access, SQL Server, Sun MySQL, Microsoft Windows 95/98/NT/ME/ 2000/XP/Server 2003/Vista/Windows 7, UNIX/Linux/Irix/AIX, Solaris for Intel, (32 bit & 64 bit for all applicable), Bloodshed Dev C++, Borland C++, Builder Xcessory PRO, Code Warrior, Eclipse, GLUT, JCreator, Microsoft Visual Studio, NetBeans, PowerAda, WinCVS
- Proficient with Graphics Programming (Including OpenGL and Open Inventor), Game Tech Design and Implementation, Game Engine Mods to Full Source Productization, and Game Tech History
- Expert in Music / Sound Effects and Video Production
- Formal Experience with Customer-Facing Presentations and Public Speaking. Successfully Representing Corporate Society to U.S. Department of Education, the Bill Gates Foundation, the Stupski Foundation, the Federal Bureau of Investigation, and More.

Experience

January 2013 – Current *Synaptic Sparks, Inc.(Non-Profit)*

Vice-President and Chief Technology Officer

- http://www.synapticsparks.org
- Producing Professional Multimedia Videos and Tools to Assist Teaching STEM-Related Curriculum
- Building Partnerships at K12 and University Education Levels
- Along with Co-Founders; Strategized Organizational Vision to Produce STEM-Related Paradigm Changes for Education

March 2013 – Current *Cole Engineering Services, Inc.*

Lead Game Designer

- Manage a team of game designers responsible for the definition of all game play, story, and environmental aspects of applications based on the EDGE platform
- Serving as Resident Multimedia Expert Creating Marketing and Presentation Videos and Materials for Use in Tradeshows

Experience

January 2011 – Current — *Solar Havoc Industries*

Chief Global Strategist

- Created ‘The Devil’s Minstrels” Concept, Webisodes, and Independent Films With Over One Million Followers
- Co-Founded Frickbat Films, Celestial Fury Publishing, and Blind Jab Studios, and Oversaw Daily Operations

July 2006 – March 2013 — *Lockheed Martin*

Computer Scientist / Pre-Sales Engineer / Project Architect / Project Manager

- Performed as local VWL-Orlando (Virtual World Labs) technical lead and video game technology mentor for a diverse team that designs, implements and supports many projects, programs and research & development efforts utilizing a wide range of video game technologies both commercial and "home grown."
- Continued to be an active member of the group of corporate Video Game Technologies experts such as the Virtual World Labs group. Areas include Artificial Intelligence, COTS Game Engines, Custom Game Engine Design, MMOA (Massively Multiplayer Online Architectures), "Mod" Kits, Network Infrastructures, Physics, and Scripting. The home grown game engine "UltiSim" has been featured at numerous cross industry trade shows including AETC 2008-2011, ModSim 2008-2011 and I/ITSEC 2008-2011.
- Acted as the Principle Engineer within the Advanced Programs and Strategic IR&D (Independent Research and Development) group with a focus on leveraging cutting (bleeding) edge Video Game Industry technologies for professional development and student centric K-12 Education.
- Worked as a focal member of the Strategic IR&D (Independent Research and Development) group in charge of all aspects of the technical design and implementation of a Space (NASA / US Air Force) initiative, with a focus on the integration of both internal and COTS toolsets to discover new training mechanisms. Featured at I/ITSEC 2007.

September 2004 – March 2006
L-3 Communications Link Simulation and Training

Senior Software Engineer I / Computer Scientist / Project Architect / Project Manager

- Acted as Principal Investigator and IR&D (Independent Research and Development) Lead for Game Technologies and Schoolhouse Analysis Modeling & Simulation
- Worked as a member of the Strategic IR&D (Independent Research and Development) group with concentrations in discrete event simulation, web-enabled technologies and commercial video game technologies for use in various training environments.

Experience

- Worked as a co-lead of the Link Simulation & Training Strategic IR&D (Independent Research and Development) team that successfully demonstrated video game technologies integrated into a distributed simulation suite of legacy Link simulators. It demonstrated a correlated faux Iraq city with a Game Engine and a suite of legacy simulators, an integrated DIS multiplayer layer where the game's 3 players were entities within the legacy simulator suite and visa-versa, and an additional capability within the video game where the players extracted off of a roof top as they mounted an FSXXI UH-60 simulator. Primary Showcase at I/ITSEC 2005.
- Worked as a member of the Link Simulation & Training Strategic IR&D (Independent Research and Development) team that successfully demonstrated web-enabled technologies integrated into a distributed simulation suite of legacy Link simulators. It demonstrated the packaging and distribution of DIS packets via the web and the creation of DIS entities via the Internet Explorer web browser. Featured at I/ITSEC 2004.

October 2001 – September 2004
Lockheed Martin Simulation, Training, and Support

Software Engineer / Computer Scientist

- Worked as a member of the Core IR&D (Independent Research and Development) Modeling and Simulation group with a concentration on discrete event simulation in a training environment.
- Worked in the initial software development team for BC2T (Battlegroup Command and Control Trainer), now designated CORE-t (Command Operational Readiness Trainer) for the UK until contract award. Featured at I/ITSEC 2003.
  Duties included use of "extreme programming" software design / development / lifecycle techniques within an IR&D (Independent Research and Development) philosophy to meet an aggressive schedule and ultimately achieve contract award.
  Other duties included systems administration for a interoperable Linux and Window's network.
- Worked on a self-created / self-scheduled program within the Core IR&D (Independent Research and Development) team designated Lifeforms, which was a proof-of-concept prototype to show commercial video game technologies inserted into a military simulation framework. Lifeforms was showcased within the IR&D (Independent Research and Development) booth at I/ITSEC 2002.
- Worked in the software development team for CCTT (Close Combat Tactical Trainer) for the purpose of adding the M2A3 (Bradley Fighting Vehicle) into the current simulation architecture.
  Duties included software development, systems administration for Linux and Solaris for Intel networks, and design / implementation of a Virtual I/O test tool.

Awards

- Innovation “Champion” 2013 –- Patent Authoring
- Technology Spotlight 2013 -- 'Agile' Video Game Technologies
- Spot Award 2012 -- "Herculean Efforts" -- ICE STORM & UCF RTP3

Game Based Tech

- Diversity and Inclusion Champion 2011 -- on behalf of the GVSC Team
- Innovation “Champion” 2011 — Patent Authoring
- GTL Peer to Peer Award 2010 -- Teamwork & Inclusiveness
- Diversity and Inclusion Champion 2010 -- on behalf of the VWL Team
- Innovation “Champion” 2010 — Patent Authoring
- New Technology of the Year 2009 -- GRITS2 (Generic Realtime Integrated Trainer for Space Systems)
- Special Recognition Award 2008 -- Internal & External Presentation Excellence
- Outstanding Achievement 2005 -- Development, Integration and Demonstration for the I/ITSEC 2005 Conference Exhibits
- Outstanding Achievement 2004 -- Development, Setup and Support of the I/ITSEC 2004 Conference Exhibits
- Galaxy Award 2004 -- Team of the Year (Highest Business Unit Honor)
- Spot Award 2004 -- ITC M&S
- Special Recognition Award 2003 -- Homeland Security M&S
- Certificate of Appreciation 2003 -- BC2T
- Certificate of Appreciation 2003 -- Advanced Programs M&S

Spot Award 2002 -- Independent Development of the "Matrix Panel"

Interests

- Published Dr. Greg Harrison, David S. Maynard, and Dr. Eytan Pollak. 2004. “Automated Database and Schema-Based Data Interchange for Modeling and Simulation.” Appeared in the Proceedings of the 2004 Winter Simulation Conference, IEEE Press.

- Expertise in Video Production includes complex 2D animation, green screen (keying) techniques, custom special effects design and creation, and advanced matte creation

- Volunteering for cultural affinity groups and as a presenter for student tours of corporate facilities

References

Available upon request.