

# ALVIN JUDE

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<i>nationality</i>	Malaysian	<i>email</i>	<a href="mailto:alvin@dartarrow.net">alvin@dartarrow.net</a>
<i>d.o.b.</i>	9 March 1984	<i>website</i>	<a href="http://dartarrow.net">http://dartarrow.net</a>
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## ABOUT

As a former DevOps, I enjoy working on the whole stack. My primary research interest lies in the human factors of computer science; my masters thesis will be in the area of Human Computer Interaction, specifically involving accessibility with gestures. My goal is to make interaction easier at all levels, including the developer level. I strive to increase my breadth of knowledge, to allow me better understanding of the utilization of technology from both consumer and business perspective, while actively maintaining my deep technical roots.

I prefer the trees but I see the forest.

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## EDUCATION

*Masters of  
Computer Science*

2012–Present · Baylor University  
Research Area: Human Computer Interaction

*Bachelor of  
Computer Science*

2002–2005 · Coventry University  
RANK: Honours, Second Class Upper  
THESIS: Remote PC Manipulation via PDA over Bluetooth

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## PUBLICATIONS

Alvin Jude, G. Michael Poor, and Darren Guinness, *Personal Space: User Defined Gesture Space for GUI Interaction*. To appear in CHI 2014 Extended Abstracts, ACM 978-1-4503-2474-8/14/04. doi:10.1145/2559206.2581242.

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## TECHNICAL SKILLS

<i>Basic</i>	R · MATLAB · C# · Tomcat · HBase · JQuery · Css3 · HAProxy · Heartbeat · DRBD
<i>Intermediate</i>	Python · L <sup>A</sup> T <sub>E</sub> X · C · PostgreSQL · Nmap · Git · Hibernate · Objective-C · Memcached
<i>Advanced</i>	NGinX · Puppet · Nagios · Collectd · PHP5 · MySQL · Java · Symfony · OpenVZ

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## NON-TECHNICAL SKILLS

<i>Communication</i>	Former Malaysian Public Speaking Champion
<i>Entrepreneurship</i>	Baylor NewVenture 2014: Top-5 Finalist & 3rd place Elevator Pitch
<i>Languages</i>	ENGLISH · Native MALAY · Intermediate

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## WORK EXPERIENCE

### *Baylor University*

2013–Present · Research Assistant

Tasked to setup newly formed Human Computer Interaction lab. Mentored juniors, established engineering procedures and infrastructure. Performed research in Hand-Gestural interaction and explored research options with other next-generation devices. Reference: G. Michael Poor · [michael\\_poor@baylor.edu](mailto:michael_poor@baylor.edu)

2012–2013 · Teaching Assistant On top of general TA duties, also introduced fixes and developer's manual to software used in-house for teaching databases. Reference: Greg Speegle · [greg\\_speegle@baylor.edu](mailto:greg_speegle@baylor.edu)

### *Self Employed*

2010–2012 · Technical Consultant

Served as an independent consultant for various project and companies including the following:

2011–2012 · iOS Development, AGILE PERSPECTIVES — MALAYSIA

Developed iOS applications for an international insurance corporation, as well as one iOS app for a consumer-facing startup dealing in retail. Role included feasibility studies, technical consultation and R&D

2010–2011 · System Administrator, COUCHSURFING.ORG

Daily operations: monitoring, security, optimization, deployment, etc. Tools of the trade included Puppet, Zabbix, HAProxy. Deployed a cluster of static content servers (NGinX) to reduce the load off the dynamic servers which resulted in much higher reliability.

### *Aflexi*

2009–2010 · System Engineer

Aflexi was a CDN Software startup, and is currently a division of OnApp. My responsibilities were more DevOps involving backend development and system administration. I built a monitoring infrastructure (traditionally done with Nagios) with custom scripts running on a specialized Collectd infrastructure to feed PowerDNS for DNS-based CDN routing. Tools of the trade also included Puppet, Zabbix, Nagios, Reprepro, RRD.

Reference: Whei Wong · [whei.wong@onapp.com](mailto:whei.wong@onapp.com)

### *iMocha Consulting*

2007–2010 · Team Lead

Initially hired as a Junior Java Developer, I eventually built and ran a LAMP team of up to 8 people, dealing mostly with financial institutions. Responsibilities included hiring, firing, and mentoring programmers, system administrators, system analysts, and interns, as well as requirements gathering from clients.

Reference: Koh Kok Wei · [kokwei@imocha.com.my](mailto:kokwei@imocha.com.my)

### *Sony Manufacturing*

2005–2007 · Engineer, SONY EMCS — MALAYSIA

Developed Linux-based software required for manufacturing. Developed a tool used to trace products which helped cut down tracability time from 2 working days to about 4 hours. Tools of the trade included MFC, VB.NET, PHP, Postgres, GTK.

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