David THEVENIN
41 years old, born in Papeete
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EXPERTISE & SKILLS

Start-up creation: ViniSketch (2009), WakuWaku (2013)

- Lean-development
- Public funding
- Market development

Software Architecture and HCI

- Toolkit design & development
- Model Driven Architecture and Generation
- Cross-platform management and GUI design

Projects management

- Consulting
- European research project
- Development

C.S. specialties

- JavaScript – HTML – NodeJS – Grunt – Bower – Cordova
- AngularJS – JQuery – BackboneJS

EXPERIENCES

November 2012 - present: R&D and Consulting at IGEL

- Consulting for NTT or NEC to enhance the code quality and performance of their mobile applications.
- R&D on new technologies such as WebGL, Live programming and debug, Remote rendering, BLE of the Web.

Mid 2013 - End 2014: Co-Founder at WakuWaku
http://www.waku-waku.ne.jp

WakuWaku was a 5 founders advertising company, that proposes a technology based on gamification, in order to push advertising and coupon to the final user.

I was in charge of developing the mobile application on iOS and Android. I took part in the server side platform development too.

May 2009 - November 2012: Founder at ViniSketch
www.vinisketch.com

ViniSketch is a software house focused on developing a new kind of authoring tool for creating cross-devices applications.

The company grows to 3 people and was incubated by Paristech Arts&Metiers - www.ensam.eu

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November 2006 – April 2009: Senior Researcher at Expway, Paris

- Hanabi Lead architect and developer
- French and European project coordinator for Expway:
    - ENTHRONE (European IST project): Middleware and client software for AV adaptive content distribution.
      Our aim within this project was to work on metadata layer and software management for content delivery and terminal HCI management (based on Hanabi system).
    - CHAPITRE (ANR French project)
      Semi-automatic video segmentation and content delivery on SetTopBox
- Active work within WellCom (European ITEA Project)
  Metadata delivery, Video and metadata synchronization, SetTopBox GUI

November 2004 – November 2006: PM and Researcher at IntuiLab, Toulouse

- Product Manager and Lead architect & developer of IntuiKit C++ / Perl
- Coordinator for IntuiLab at European Project EMode
  Design and tools development for multimodal and adaptative HCI
- Lead consulting for The Directorate General for Civil Aviation (French: Direction Générale de l'Aviation Civile, DGAC)
  Understanding how to enhance tests and evolutions process into the flight Control software (ODS)

April 2002 – April 2004: Visiting Researcher at NII, Tokyo

JSPS Fellow, post-doctorate program

- Design and Deployment of a dictionary web platform, cross-devices compatible.
- Web Presentation adaptation based on a numerical constraints solver.
- Project management.

October 1998 - December 2001: University Joseph Fourier, Grenoble I, France

Human Computer Interaction Ph.D. Thesis.
"Adaptation en Interaction Homme Machine : le cas de la Plasticité"
Adaptation of Man-Machine interaction: the case of Plasticity.

MAIN PROJECTS

ViniSketch Designer - www.vinisketch.com

Its a tool for building Mobile Applications on multiple devices Using Web and Native Technologies. It is based on:

- Powerful visual editors for designing your application's GUI and dataflow;
- An advanced multitarget engine for managing your application for each device you're targeting
- HTML5 simulator and debug tools based on WebKit WebInspector;

The Cloud version supports:
(an alpha version can be tested here: http://app.vinisketch.com*)*

- GitHub Integration
- Collaborative editing

VS ToolKit - vinisketch.github.com/VSToolkit

HTML5 Framework for developing Mobile application. It supports:

- iOS, Android, BlackBerry, WP7 (partially)
- Class and Component Model (with an approach quite similar to MVC architecture)
- Standard GUI Components (Buttons, Scroll list, Navigation Bar, …)
- Dataflow and Event management
- Animation model

Applications developed with ViniSketch Designer are based on this framework.

Hanabi - Expway

It's an innovative technology for delivering widgets or applications within a video stream, and rendering apps into a low CPU power terminal. The system supports:
- GUI adaptation according terminal capacity (screen size for instance);
- Partial GUI / Code update (based on a dynamic add / remove and update system);
- Encapsulation / extraction of application's code into / from a video stream metadata;
- Allow to develop SVG / HTML + JavaScript applications.

IntuiKit - IntuiLab

IntuiKit is a toolkit for developing highly interactive SVG applications. The toolkit was divided into two versions:
- a prototyping version using Perl and
- an industrial version using C++ language.

The core of the toolkit was based on the Component model, and allows to easily adding behaviour to a SVG document in order to create Interactive Applications.

ArtStudio & other

- ArtStudio (1998-2001)
  A semi-automatic Graphical User Interface editor and generator for multiple devices.
  The tool was developed and sponsored by an European research project.
- Adaptative Graphic Presentation solver (2003)
  Dynamic numerical constraint based solver for graphic user interface adaptation. Applied for adapting Web page layout.
- MMS (1997) Adaptative "Media Space".
  According the screen size, the application can dynamically change the graphic user interface. It was the first implementation of adaptative Graphic User interfaces, based on an innovative MVC architecture (with multiple Views and Model).

EDUCATION

October 1998 – December 2001	**Ph.D. Thesis** *University Joseph Fourier, Grenoble I, France*
October 1995 – September 1998	**Assistant researcher** *University Joseph Fourier, Grenoble I, France* *University of Laval-Québec Canada*
October 1997 – September 1998	**DEA in Computer science, Master degree** *University Joseph Fourier, Grenoble I, France*
October 1995 – September 1997	**Under graduate studies in Computer Science** *University Joseph Fourier, Grenoble I, France* *University of Laval-Québec Canada*