

Ian Copeman

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Systems Architect, innovative and commercially-astute with proven track record across mobile, cloud, database and embedded technologies.

Software Engineer with extensive experience delivering from concept through to commercial product, with 25 years experience developing apps, desktop software and middleware.

Providing cross-functional leadership for teams, working with business stakeholders at C-level / Board & 3rd parties, delivering 'fit for purpose' solutions, platforms & technology-enabled innovation.

Able to translate business requirements into tangible, realistic programme deliverables and outcomes.

Driven by new challenge and the delivery of new solutions, including use of AI and advanced search.

Key skills & business capabilities

Ability to understand end-to-end complex systems

Product Research & Specification

Cross-Functional Team Leadership & Mentoring

Hands-on software development experience from embedded to cloud

New Product Architecture, Development & Launch

Commercial Delivery – Applications, Libraries, In-App Commerce

Software & technology experience

Software languages: Swift, C, C++, .Net(C#), Objective C, Java, Kotlin, ARM Assembly

Technologies: TCP, UDP, Bluetooth, USB, DOCSIS, HTTP, Data Encryption

Platforms: iOS, Android, Windows (ActiveX, COM), Mac, Cloud (Google, AWS), VxWorks

Products: Git, ClearCase, UML, Figma, Firebase

Career to date

2005 to Present **Founder, Devlex Ltd**

My software consultancy and product company.

- Created numerous iOS, Android, PC and Mac apps.
- Hired as an external troubleshooter for challenging issues, such as fixing a leaking TCP driver, or creating a custom audio cyber for data transmission.
- Specialising in Network / Bluetooth / Cloud connected applications.
- Created a range of GCSE study apps with a group of educationalists and marketing specialists.
- Helped a Chicago based company, FastMobile Inc., port their J2ME based prototype VOIP / Instant Messaging platform to a native code base, leading a team of software developers in Romania, USA and UK. Span out a white-label version for BT.

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February 2018 to Present

SYSTEMS ARCHITECT, LEAD DEVELOPER, GreenFields Sporting Solutions

In partnership with Devlex to create a Sports Analytics platform, for Cricket and Football (Soccer).

Advanced propriety compression algorithms allow super-large-datasets to be provisioned within a device app, providing instantaneous data analytics and statistical analysis. For example the Cricket app can instantly reproduce every scorecard from every single international cricket match ever played (Test, ODI & T20), and produce around 50,000 different Artificial Intelligence (AI) predictions during a Test Cricket match. For Android (Java) and iOS (Objective C, Swift, SwiftUI) with Google Cloud Platform, Firebase and Google Cloud BigTable back end (Java).

- End-to-end Architect and Software leader.
- Swift with Swift UI interface interacting with an Objective C based library.
- Created Artificial Intelligence (AI) interface to produce human-like predictions, such as “How many runs will this batter score before being out” or “What chance do England have of winning this Test match”.
- Created an iOS device library (XCFramework) with extensive automated unit testing, interface documented with AppleDoc.
- Directed development of sub-contracting teams, overseeing their integration with Greenfield’s SysOps and Devlex’s iOS framework.
- Architected a distributed data model with network synchronisation spanning Google Big Data and a proprietary device database on iOS and Android, with serialisation to JSON readable files and exposing a third party HTTP interface for data editing.
- Oversaw user interface design, coordinating a design house and subcontractor using Figma with a SwiftUI implementation.
- Worked with GreenField’s leadership team to pitch platform to potential clients and investors.

Aug 2014 to Jan 2015

Systems Architect, CitizenMe

CitizenMe is a platform empowering users to own, protect and financially benefit from their personal data.

- The companies first software engineer. Helped bootstrap CitizenMe from concept to working platform.
- Architected and produced first iteration of CitizenMe’s iOS app. C, Java, AWS.
- Took the vision from the founder with hand drawn sketches from a UI designer into a tangible, demonstrable platform with an iOS app.

Mar 2010 to Dec 2014

PRODUCT R&D, MoBeam Inc

Mobeam have a fantastic patent to simulate the light reflected by a laser from a barcode, with super accurate LED pulsing which allows a mobile device to interact with a standard laser barcode scanner. Mobeam was acquired by Samsung.

- Led the software team, (UK and California) to build out a standalone widget, powered from a phone’s 3.5mm audio jack and communicating using a custom audio cypher.
- Iterative development with an audio hardware engineer of a communications protocol using audio frequency variation to encode simple text transmission.
- On Android and iOS devices, including adapting to Android devices with very limited hardware capabilities.
- Working closely with CTO and Product Development to produce iOS demonstration projects to drive company investment & eventual acquisition by Samsung.

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Nov 2002 to Mar 2005

Systems Architect & Platform Lead, Intuwave Ltd

Intuwave was a small venture capital funded company that provided key connectivity software and middleware for Symbian (Nokia, Sony Ericsson) and Windows based smart devices.

- Design responsibility for the WinCE variant of Intuwave's core platform, its m-Network middleware layer.
- Day-to-day management of mobile development team and QA engineers, reporting to VP of Engineering.
- Responsible for team leadership / appraisal / recruitment.
- Lead designer of company's m-Support product. m-Support is a product giving the user (typically a customer care representative of a mobile phone operator) access to a wide range of administrative features on a Smartphone device from the convenience of a browser interface, such as viewing the device screen, or updating carrier settings. The m-Support product was successfully deployed with a major mobile phone carrier (Telecom Italia Mobile), and was eventually spun out from Intuwave and sold whole to a phone support company.

Nov 1998 to Nov 2002

Co-founder & Software Architect, Navic Networks

Navic Networks provides data distribution, search and management services for Cable TV providers, based in Needham MA, with software deployed on over 30 million set-top boxes.

A Founder of the company and always at its technical centre, as the company grew from where I was the sole software engineer, to the company employing 100+ people, many of them software engineers.

Navic was acquired by Microsoft and incorporated into its search division.

- Design specification of Navic's core product, a communication protocol capable of reliable transmission over a UDP DOCSIS network with a range of different set-top boxes.
- Principal device engineer, overseeing development, test and deployment.
- Senior Management Team, helping to raise \$45M in venture capital funding.
- Help setting company ethos & mentoring junior engineers.
- Set technical guidelines for all company engineers from functional specification, code documentation, code review, test requirements, software versioning (ClearCase). At first commercial deployment there were over 7 lines of test code for every line of deployed code.

Education

Imperial College, London

BEng in Material Science & Engineering

Patents

US: 20020069404

"Targeted promotion deployment"

US: 6845396

"Method and system for content deployment and activation"

US: 6714992

"Method and system for embedded network device installation"

US: 7330824

"Method and system for content profiling and activation"

Additional information

UK Citizen, Excellent references available