Andrew Clunis

PERSONAL.

DATE OF BIRTH: | July 29th, 1985

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OVERVIEW

Andrew Clunis is a developer, with special emphasis on Free Software, with experience writing both desktop, mobile, server, and JavaScript-based rich web client applications. An active participant in the Free Software community, Andrew has contributed code to a number of different projects. He is something of a generalist and has interests, expertise, and experience distributed throughout the depth of multiple stacks.

TECHNOLOGIES

SEPTEMBER 2008

Macadamian

OPERATING SYSTEMS | GNU/Linux (Debian/Ubuntu), *BSD, Android, Microsoft Windows

LANGUAGES Ruby, JavaScript, Python, C(++), C#, Java

SYSTEMS GTK, Gstreamer, Ruby on Rails, Android (and Android internals), Mono,

Node.js, iOS, .net MVC, Xamarin's MonoDroid and MonoTouch. and the Linux

kernel

ENGAGEMENTS AND PROJECTS

Current Maker and Founding Board Member at CREDIL

Participated in the founding of the organisation, implemented technical solutions using Free Software (detailed below) for multiple organisations as a part of CREDIL teams. Continuing to

serve as board member.

JAN 2012-OCT 2012 | Software Developer for Macadamian Technologies Inc.

Worked on two customer projects (detailed below), and internal research projects regarding new

development platforms (namely Xamarin MonoDroid/MonoTouch and Windows Metro).

MAR 2012-Jun 2012 | Software Developer for Samsung via Macadamian

Android Frontend for Prototype Mobile Edge Networking System

Implemented application-specific protocol at layer 6, application UI navigation regime, and other

UI components. Used Android and Java.

Jun 2012-Oct 2012 | Software Developer for Research in Motion via Macadamian

Macadamian Platform Demonstration Application

Designed and implemented backend REST content service and BlackBerry 10 mobile app client

interface bindings. Used C++, QNX, QtCore, C#, .net MVC 4, and BB10 Cascades.

Nov 2010-Jul 2011

Software Developer for HRSDC

CREDIL

Video Stream "Reflector" for IITB Webcasting System

Implemented "Stream Pump", a thin MMSH video stream reflector for enabling delivery of live video content to large numbers of desktops behind network bottlenecks. Used Node is and GNU/Linux.

SUMMER 2011

Software Developer for Language Technologies Research Centre (CRTL)

Remote Desktop Access Customer Portal

Bootstrapped customer portal and authentication facilities. Specified requirements for and integrated designer-produced layout and visual design assets. Used Ruby on Rails and PostgreSQL.

SEPT 2008-DEC 2011

Software Developer for NovaVision

CREDIL

CREDII

Retail Ambient Music and Digital Signage System

Implemented administration UI, REST interface, playlisting control, audio playback, and display components. Used GNU/Linux, Ruby, GTK, Gstreamer, Clutter, the Ruby C API, and Ruby on Rails. Implemented userspace driver for LCD display unit included in the hardware platform. System deployed for several large customers.

AUG 2009-JUNE 2010

Software Developer for OTGV-C

SIP/h.264 Video Softphone Application for Android CREDIL

> Contributed to multiple components of the stack, including the streaming media engine and user experience. Used Android, Java, C++, PJSIP, and OpenCore.

SUMMER 2008

CREDIL

Software Developer for Meloche Television Presentation Display for Live Television Events

Implemented server and display components. Used GNU/Linux, Ruby, GTK, and Ruby on Rails. Developed for live industry television event hosted by a large pharmaceutical corporation.

APR 2007-SEPT 2008

Software Developer for Infoglobe

Supported existing television presentation system. Developed recorder appliance system for use in legal procedings, using Python and Gstreamer.

WINTER 2006

Drupal Developer for OpenConcept Consulting

Developed a solution to migrate web site content from an older proprietary CMS system to Drupal 5.

JUL 2003-JUL 2006

IT Administrator and Developer for Infoman Inc.

Maintained small office network, implemented a web application in Rails for managing terms and definitions used in ISO JTC1 standardisation processes on e-business and e-learning. Used GNU/Linux, PostgreSQL, and Ruby on Rails.

2003-2008

IT Administrator for Integral DX Engineering Ltd.

Providing ongoing incidental support and consulting on IT systems using Free Software for a growing mechanical engineering firm.

COMMUNITY AND OPEN SOURCE

Contributed to or created the following projects:

STREAM PUMP | MMSH Video Stream Reflector in Node.js

Created new Free Software project to implement the HRSDC webcasting project detailed above.

MINECRAFT OVERVIEWER Minecraft to Google Maps JS API renderer

Contributed sign live search box, allowing users to find places of note in a large Minecraft map

quickly.

GMUSICBROWSER | Media Player in Perl and GTK

Contributed plugins, specifically for automatic song rating and an HTTP web interface and REST

API.

GMB REMOTE | Remote Control App for Gmusicbrowser in C# for both Android and iOS

Created mostly as a demonstration of portable app development with the Xamarin Mono* plat-

forms

RBCLUTTER Ported rbclutter to Clutter 1.6

Ported rbclutter, a Ruby binding for the Clutter 3D user interface library, to Clutter version 1.6.

TUKIA | Controlled Vocabulary Management Tool for ISO standardization processes

Created in Ruby on Rails for Infoman Inc., as detailed above.

OLPC One Laptop Per Child

Contributed specifications and prototype of Develop activity, a component intended to enable

children in the OLPC program to modify and create Activity software.

SRB2 DOOM-based game with a classic platformer twist

Contributed some platform support code, bug fixes, and hosting of online development facilities

including issue tracking and source code repository.

OCLUG Ottawa Canada Linux Users' Group

Served on board of directors in 2004.