

# Andrew Clunis

## PERSONAL

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## OVERVIEW

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Andrew Clunis is a developer, with special emphasis on Open Source and Agile approaches, with experience writing both desktop, mobile, server, and JavaScript-based rich web client applications. An active participant in the Free Software and Linux communities, 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, and cares a great deal about software elegance and approachability.

## TECHNOLOGIES

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OPERATING SYSTEMS	GNU/Linux (Debian/Ubuntu), *BSD, Android, Microsoft Windows
LANGUAGES	Ruby, JavaScript, Python, C(++), C#, Java, ObjC
SYSTEMS	GTK, Gstreamer, Rails, Android (and Android internals), Mono, Node.js, iOS, .net MVC, Xamarin's MonoDroid and MonoTouch, git, and the Linux kernel

## ENGAGEMENTS AND PROJECTS

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<i>Current</i> SEPTEMBER 2008	<b>Maker and Founding Board Member at CREDIL</b> 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	<b>Software Developer for MACADAMIAN TECHNOLOGIES INC.</b> 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 <small>Macadamian</small>	<b>Software Developer for SAMSUNG via MACADAMIAN</b> <i>Android Frontend for Prototype Mobile Edge Networking System</i> Implemented application-specific protocol at layer 6, application UI navigation regime, and other UI components. Used Android and Java.
JUN 2012-OCT 2012 <small>Macadamian</small>	<b>Software Developer for RESEARCH IN MOTION via MACADAMIAN</b> <i>Platform Demonstration Application</i> 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.

<p>NOV 2010-JUL 2011</p> <p>CREDIL</p>	<p>Software Developer <i>for</i> HRSDC</p> <p><i>Video Stream “Reflector” for IITB Webcasting System</i></p> <p>Implemented “<a href="#">Stream Pump</a>”, a thin MMSH video stream reflector for enabling delivery of live video content to large numbers of desktops behind network bottlenecks. Used Node.js and GNU/Linux.</p>
<p>SUMMER 2011</p> <p>CREDIL</p>	<p>Software Developer <i>for</i> LANGUAGE TECHNOLOGIES RESEARCH CENTRE (CRTL)</p> <p><i>Remote Desktop Access Customer Portal</i></p> <p>Bootstrapped customer portal and authentication facilities. Specified requirements for and integrated designer-produced layout and visual design assets. Used Ruby on Rails and PostgreSQL.</p>
<p>SEPT 2008-DEC 2011</p> <p>CREDIL</p>	<p>Software Developer <i>for</i> NOVAVISION</p> <p><i>Retail Ambient Music and Digital Signage System</i></p> <p>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.</p>
<p>AUG 2009-JUNE 2010</p> <p>CREDIL</p>	<p>Software Developer <i>for</i> OTGV-C</p> <p><i>SIP/h.264 Video Softphone Application for Android</i></p> <p>Contributed to multiple components of the stack, including the streaming media engine and user experience. Used Android, Java, C++, PJSIP, and OpenCore.</p>
<p>SUMMER 2008</p> <p>CREDIL</p>	<p>Software Developer <i>for</i> MELOCHE TELEVISION</p> <p><i>Presentation Display for Live Television Events</i></p> <p>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.</p>
<p>APR 2007-SEPT 2008</p>	<p>Software Developer <i>for</i> INFOGLOBE</p> <p>Supported existing television presentation system. Developed recorder appliance system for use in legal proceedings, using Python and Gstreamer.</p>
<p>WINTER 2006</p>	<p>Drupal Developer <i>for</i> OPENCONCEPT CONSULTING</p> <p>Developed a solution to migrate web site content from an older proprietary CMS system to Drupal 5.</p>
<p>JUL 2003-JUL 2006</p>	<p>IT Administrator and Developer <i>for</i> INFOMAN INC.</p> <p>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.</p>
<p>2003-2008</p>	<p>IT Administrator <i>for</i> INTEGRAL DX ENGINEERING LTD.</p> <p>Provided incidental support and consulting on IT systems using Free Software for a growing mechanical engineering firm.</p>

## COMMUNITY AND OPEN SOURCE

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Contributed to or created the following projects:

<a href="#">STREAM PUMP</a>	<b>MMSH Video Stream Reflector in Node.js</b> Created new Free Software project to implement the HRSDC webcasting project detailed above.
<a href="#">MINECRAFT OVERVIEWER</a>	<b>Minecraft to Google Maps JS API renderer</b> Contributed sign live search box, allowing users to find places of note in a large Minecraft map quickly.
<a href="#">CHESTERSHARP</a>	<b>Access CouchDB asynchronously from C# under both Mono and .net</b> Implemented with Mono, HttpClient, and CouchDB
<a href="#">GMUSICBROWSER</a>	<b>Media Player in Perl and GTK</b> Contributed plugins, specifically for automatic song rating and an HTTP web interface and REST API.
<a href="#">GMB REMOTE</a>	<b>Remote Control App for Gmusicbrowser in C# for both Android and iOS</b> Created mostly as a demonstration of portable app development with the Xamarin Mono* platforms.
<a href="#">RBCLUTTER</a>	<b>Ported rbclutter to Clutter 1.6</b> Ported rbclutter, a Ruby binding for the <a href="#">Clutter</a> 3D user interface library, to Clutter version 1.6.
<a href="#">TUKIA</a>	<b>Controlled Vocabulary Management Tool for ISO standardization processes</b> Created in Ruby on Rails 1.x for Infoman Inc., as detailed above.
<a href="#">OLPC</a>	<b>One Laptop Per Child</b> Contributed specifications and prototype of Develop activity, a component intended to enable children in the OLPC program to modify and create Activity software.
<a href="#">SRB2</a>	<b>DOOM-based game with a classic platformer twist</b> Contributed some platform support code, bug fixes, and hosting of online development facilities including issue tracking and source code repository.
<a href="#">OCLUG</a>	<b>Ottawa Canada Linux Users' Group</b> Served on board of directors in 2004.