

Andrew Clunis

PERSONAL

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OVERVIEW

I am a software developer, with emphasis on open source and agile approaches, with experience writing both desktop, mobile, server, and even a few rich web applications. As an active participant in the Free Software and Linux communities, I've contributed code to and created a number of different projects. I'm something of a generalist and have interests, expertise, and experience distributed throughout multiple phyla of the software ecosystem.

ENVIRONMENTS

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

ENGAGEMENTS AND PROJECTS

If a project was part of a larger engagement, it is noted in small text on the left.

<i>Current</i> SEPTEMBER 2008	Maker and Founding Board Member <i>at</i> 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 <i>for</i> MACADAMIAN TECHNOLOGIES INC. Worked on two customer projects (Samsung and RIM, detailed below), and internal research projects regarding new platforms (namely Xamarin MonoDroid/MonoTouch and Windows Metro).
MAR 2012-JUN 2012 <small>Macadamian</small>	Software Developer <i>for</i> SAMSUNG <i>via</i> MACADAMIAN <i>Android Frontend for a Prototype Mobile Edge Networking System on Android</i> Implemented application-specific protocol at layer 6, application UI navigation regime, and other UI components. As team member most experienced with git, assisted others routinely. Used Android and Java.
JUN 2012-OCT 2012 <small>Macadamian</small>	Software Developer <i>for</i> RESEARCH IN MOTION <i>via</i> MACADAMIAN <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.

NOV 2010-JUL 2011 CREDIL	Software Developer <i>for</i> HRSDC <i>Video Stream "Reflector" for IITB Webcasting System</i> Implemented " Stream Pump ", a thin MMSH video stream proxy for delivering of live video to large numbers of desktops behind network bottlenecks in lieu of layer 3 multicast. Used Node.js and GNU/Linux.
SUMMER 2011 CREDIL	Software Developer <i>for</i> LANGUAGE TECHNOLOGIES RESEARCH CENTRE (CRTL) <i>Remote Desktop Access Customer Portal</i> Bootstrapped customer portal and authentication facilities. Specified requirements for and integrated designer-produced layout and visual design assets. Used Rails 3 and PostgreSQL.
SEPT 2008-DEC 2011 CREDIL	Software Developer <i>for</i> NOVAVISION <i>Retail Ambient Music and Digital Signage System</i> Implemented administration UI, REST interface, playlisting control, audio playback, and display components. Used GNU/Linux, Ruby, GTK, Gstreamer, Clutter, the MRI Ruby C API, pyusb, and Rails 2. Ancillary work included implementing prototype.js-based REST client for browser RIA, and userspace driver for LCD display unit included in the hardware platform. System remains deployed for several large customers.
AUG 2009-JUNE 2010 CREDIL	Software Developer <i>for</i> OTGV-C <i>SIP/h.264 Video Softphone Application for Android</i> 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 <i>for</i> MELOCHE TELEVISION <i>Presentation Display for Live Television Events</i> 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 <i>for</i> INFOGLOBE Supported existing television presentation system. Developed recorder appliance system for use in legal proceedings, using Python and Gstreamer.
WINTER 2006	Drupal Developer <i>for</i> 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 <i>for</i> INFOMAN INC. Maintained small office network, implemented a web application in Rails 1 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 <i>for</i> INTEGRAL DX ENGINEERING LTD. Provided 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.
SHARPIFY	Strongly typed and asynchronous .NET adapter for Shopify's REST API Forked original Shopify.net project and added I/O asynchronicity and typing.
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.
CHESTERSHARP	Access CouchDB asynchronously from C# under both Mono and .net Implemented with Mono, HttpClient, and CouchDB.
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* platforms.
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 Rails 1.x 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.