

Andrew Clunis

PERSONAL

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| DATE OF BIRTH: | July 29th, 1985 |
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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

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| 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.

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| <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. |

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| 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:

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| 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. |