


Stephen L Arnold

Systems Engineer/Architect and Scientist

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Education

- 1995-Present:** Graduate/short courses in Risk Assessment, C, Ada, Zope, Doppler and Polarimetric Weather Radar, 595th TEG Test and Evaluation Course, AMS Faculty Workshop, AHC Professional Development courses.
- 1990:** MS Degree in Geophysics, San Diego State University. Thesis topic: Atmospheric Resonance Waves Over the Sea of Cortés: An Experimental Case Study
- 1986:** BS Degree in Geophysics, San Diego State University.

Technical skills

- CS/SE:** Strong knowledge of programming languages and tools, system performance, design, testing, and administration, as well as the software lifecycle, CI, software processes, requirements engineering, and system architecture
- Operating Systems:** Unix/Linux/Embedded (Gentoo, OE, RHEL, Debian/Ubuntu), Android, CyberSecurity
- Project Management:** OpenAdams, SCM tools, Make/Autotools, trac, doxygen
- DataBase:** SQL, Postgres/spatial, sqlite, redis/nosql
- Software:** Libre/Open office tools, docutils, graphviz, Dia, Inkscape
- Embedded Systems:** Gentoo, OpenEmbedded, design/deployment of applications for ARM and other embedded systems, Android, debian/Ubuntu

Languages

- English:** Native
- Spanish:** Conversational(-ish)
- Math:** Fluent
- Programming:** Python, Ada, Bash/POSIX Shell, AWK, FORTRAN, C, Java, C++, Perl, js
- Markup:** reStructuredText, HTML, DTML, XML, Markdown
- Architectures:** x86/x86_64, ARM/AVR, Sparc, PowerPC, MIPS
- Engineering:** IV&V, OOD/P, UML, DoDAF, 2167/498/12227, toolchains/SDKs, CI/Agile, jenkins/apache/trac/svn/git workflows, open document production

Business Experience

- 2014 - Present:** Startup Mentor and Tech Adviser - Technology and Open Source adviser, [Santa Maria Startup Weekend](#) and local startup meetups. Open source presentations, technology training, demos.
- 2014 - Present:** Principal Scientist, Systems Architect, Business Development - [VCTLabs, Inc](#) - Goleta, CA. VCT Product/Project management, conferences/expos, open source outreach & education. Launch Range Systems Subject Matter Expert (SME), education & training instructor. Systems Architecture and CyberSecurity on Gentoo, OpenEmbedded, RHEL, and Debian/Ubuntu. Linux development/build/deployment testing. Linux kernel/u-boot and software testing on various ARM devices (Gentoo Linux, OE). Business/community development (event support, outreach, presentations, proposals).

Open Source Experience

- 2015 - Present:** Co-maintainer of imx233-olinuxino boards for the [FSL Community BSP](#) (tested with Yocto/OpenEmbedded and meta-fsl*).
- 2014 - Present:** Founding member [Central Coast Open Source Solutions Exchange](#), an open source technology-focused meetup.
- 2012 - Present:** Contributing developer - [OpenEmbedded](#) and [Yocto](#).
- 2003 - Present:** Senior Developer - [Gentoo Linux](#). Maintainer of developer tools, GIS/scientific libraries, mentor of new developers, currently primary maintainer of [Gentoo ARM overlay](#) and my own [dev overlay](#).
- 2000 - Present:** Upstream developer and/or maintainer of several tools and utility libraries for source code metrics, graphics, science, and education. See the [maintenance release page](#) and the individual github project sites for more information.

Education Experience

- 1999 - 2009:** Associate Faculty - [Allan Hancock College](#) (senior geography and meteorology instructor). Taught Physical and Human Geography courses and occasional technology courses, updated official geography course outlines, created new introductory meteorology course.

Projects

- Member of the development team of [stellarium](#).
- Created a few open source video games for desktop: [guisterax](#), [helvin space trip](#).
- Made a mobile version of stellarium for the nokia N900: [stellarium mobile](#). awarded the first prize (25000\$) in Nokia [calling all innovators contest](#), category "Best application for the Nokia N900".
- [Laoshi](#): an open source Chinese learning software.
- [Chatocracy](#): meet new friends and talk to them with your webcam.
- [Super Medusa](#): video game for symbian phones.

Personal

Home site: <http://www.gentoogeek.org>

Repositories: <https://github.com/sarnold>

Papers: http://www.researchgate.net/profile/Stephen_Arnold4

Hobbies: Guitar/Bass/Pecussion, Science Fiction, Open Source

Appendix A

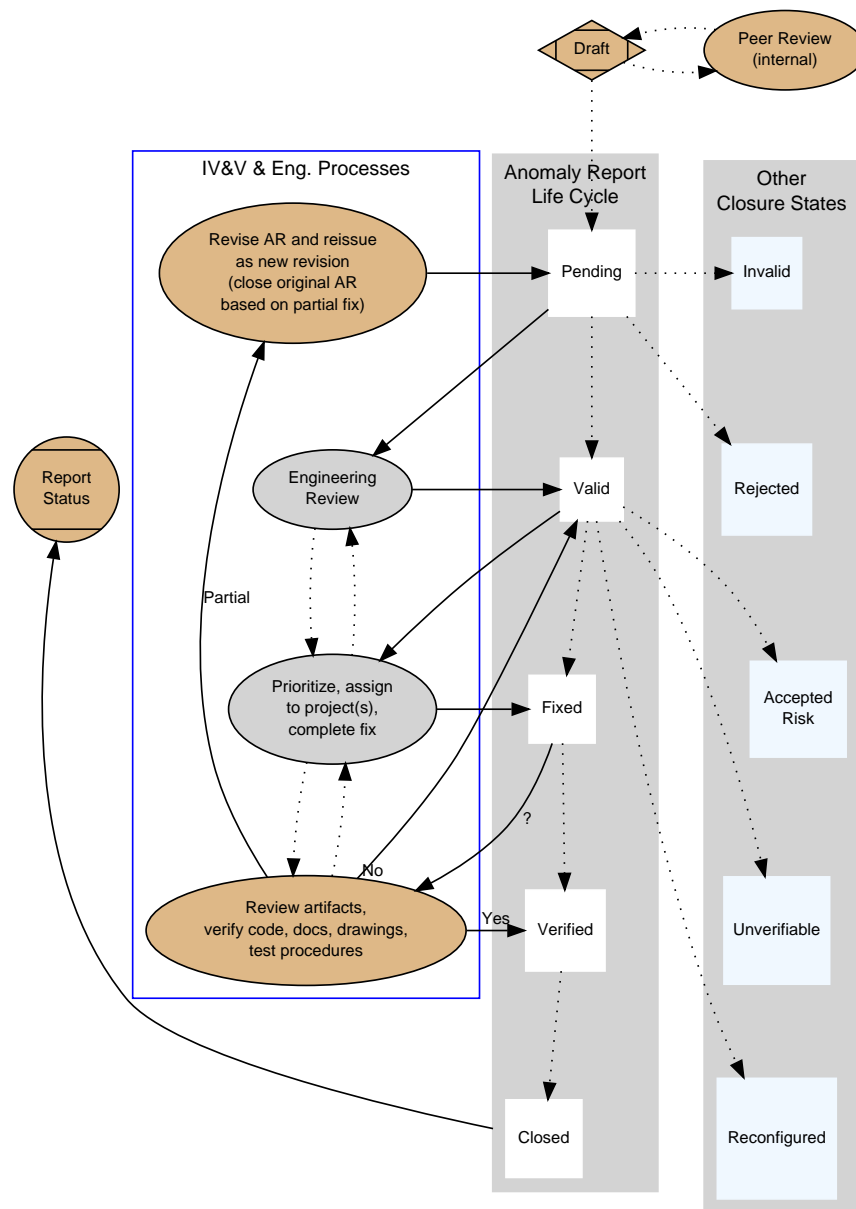
Example of open source use in engineering; graphviz diagrams and IV&V.

Overall IV&V and Engineering Processes

- **Revise:** Problem described in AR was partially fixed but needs additional work; a new revision of an AR has been written.
- **Validate:** Developer/customer validates ARs in the Pending state.
- **Prioritize:** Developer/customer prioritizes ARs and assign to project(s).
- **Verify:** IV&V verifies ARs declared fixed by the developer. Partial fixes generate a revision of the original AR (the latter is closed based on the partial fix).
- **Report:** IV&V reports AR State changes and status of open ARs.

AR States and Status

- **Draft State:** Anomaly Reports begin in a draft status for IV&V peer review; refined drafts may be circulated outside IV&V if warranted.
 - **Draft Status:** IV&V peer review of potential anomalies results in publication of draft AR.
- **Open State:** Open ARs begin with a status of "Pending" when an approved draft AR is published. Engineering review leads to the next status change, typically "Valid". Valid ARs are prioritized and assigned to an appropriate project; when engineering considers the problem fixed, the AR status is changed to "Fixed". Fixed ARs are verified by IV&V, and their status changed to "Verified" if the problem was fixed. In the case of a "partial" fix, the original AR is declared "Verified" and closed based on the fix, and a new revision of the AR is written to describe any remaining issues.
 - **Pending Status:** An original or revised AR is generated, entered in the database, and delivered to project distribution list.
 - **Valid Status:** Developer (or customer) validates that AR identifies an error or problem condition that must be fixed.
 - **Fixed Status:** Problem described in AR is considered fixed by developer but has not been verified by IV&V.
 - **Verified Status:** Problem has been fixed by developer and IV&V has verified the fix.
- **Closed state:** Typically closed ARs have the status "Verified" (verified by IV&V), however, there are several other potential status flags for closed ARs, depending on the circumstances (see below).
 - **Invalid Status:** AR is considered technically inaccurate and does not describe an error.
 - **Rejected Status:** AR is technically accurate but the problem will not be fixed due to non-technical reasons.
 - **Accepted Risk Status:** Cost/benefit ratio does not justify fixing the problem.
 - **Unverifiable Status:** Original problem cannot be recreated in order to verify fix, and there is no other recourse.
 - **Reconfigured Status:** System has changed such that the original problem no longer applies.



Anomaly Report And Tracking State Diagram

The Dot source code for the graphviz diagram is included below.

```
1 digraph G {
2   node [shape=doublecircle];
3   draft [label="Draft", style=filled, fillcolor=burlywood];
4
5   node [shape=ellipse];
6   peer_review [label="Peer Review\n(mostly internal)", style=filled, fillcolor=burlywood];
7
8   node [shape=rectangle];
9   pending [label="Pending"];
10
11  node [shape=ellipse];
12  dev_review [label="Engineering Review\n(and/or customer)", style=filled, fillcolor=grey89];
13
14  node [shape=rectangle];
15  valid [label="Valid"];
16
17  node [shape=rectangle];
18  invalid [label="Invalid"];
19
20  node [shape=ellipse];
21  prioritize [label="Prioritize, assign\nto project,\ncomplete fix", style=filled, fillcolor=grey89];
22
23  node [shape=rectangle];
24  fixed [label="Fixed"];
25
26  node [shape=ellipse];
27  verify [label="Review artifacts,\nverify code, docs,\ndrawings, test\nprocedures", style=filled, fillcolor=burlywood];
28
29  node [shape=ellipse];
30  revise [label="Revise AR and reissue\nas new revision\n(close original AR\nbased on partial fix)", style=filled, fillcolor=burlywood];
31
32  node [shape=rectangle];
33  verified [label="Verified"];
34
35  node [shape=ellipse];
36  report_verified [label="Report verified status", style=filled, fillcolor=burlywood];
37
38  node [shape=rectangle];
39  closed [label="Closed"];
40
41  node [shape=doublecircle];
42  report_closed [label="Report newly\nclosed ARs and\ntrack totals", style=filled, fillcolor=burlywood];
43
44  ranksep=.75;
45
46  { rank = same; "draft"; "peer_review"; };
47  { rank = same; "fixed"; "revise"; };
48  { rank = same; "closed"; "report_closed"; };
49
50  draft -> peer_review [label="iterative"];
51  peer_review -> draft;
52  draft -> pending [label="Official release to distro"];
53  pending -> dev_review [label="Valid?"];
54  dev_review -> valid [label="Yes"];
55  dev_review -> invalid [label="No"];
56  valid -> prioritize;
57  prioritize -> fixed [label="Yes"];
58  fixed -> verify [label="Fixed?"];
59  verify -> valid [label="No"];
60  verify -> verified [label="Yes"];
61  verify -> revise [label="Partial"];
62  revise -> pending;
63  verified -> report_verified;
64  report_verified -> closed;
65  closed -> report_closed;
66 }
67
```