

Résumé

Craig Richmond is a Senior Software Engineer with 13 years software development experience in a range of fields. Predominantly Craig has worked in C++ and Java across a number of operating systems and problem areas.

Personal Details

Name:	Craig Richmond
Date of Birth:	30 March 1972
Nationality:	Australian
Education/Qualifications:	Bachelor Science (Honours 1st Class) University of Western Australia (Majors Computer Science, Information Technology)

Technical Skills Summary *(most recent experience listed first)*

Languages

Objective-C	1 year
C/C++	10 years
Java	10 years
Jakarta Struts/Tiles	5 years
EJB/Web services	2 years
Javascript/HTML	1.5 years
Java Swing	3 years
XML/XSL/DTD	4 years
PL/SQL	2 years
Delphi (Object Pascal)	1 years
PHP/Perl	3 years

Databases/Tools

Oracle	4 years
SQL Server	3 years
MySQL	3 years
JBoss	4 years
MS Visual Studio	8 years
Source Safe, cvs, svn	8 years

Operating Systems

OSX 10.4, 10.5	1 year
Microsoft Windows	10 years
HP-UX 10	2 years
Solaris	2 years
Linux (Redhat)	4 years

Other

OO Development	9 years
Multithreaded Applications	9 years
Mathematical Processing and Algorithms	5 years
Communications	6 years
Video encoding/decoding	2 years

Employment

Sept 2007 – Present: ShedWorx, Nedlands, Western Australia

Position: Software Architect

Craig took on the role of lead video engineer with ShedWorx in 2007. Craig has been responsible for all video and audio encoding/decoding work. This has involved usage of open source tools such as FFmpeg and development of custom decoding software.

In addition to the video work, Craig has been responsible for all cross-platform development work at ShedWorx. A number of the ShedWorx products are deployed on both Windows and OSX. These products share their core functionality as utilities which run on both operating systems, written in C/C++.

June 2003 - March 2007: Department of Education and Training, Perth, WA

Position: Technical Architect

Craig was one of two senior software engineers responsible for the establishment of a custom software development capability at the Department of Education and Training in Western Australia. Initially, this involved establishment of the development environment while delivering the first of many custom applications.

Over the ensuing 4 years the development team grew from 2 engineers to a team of 20 which ultimately included 2 managers, 10 engineers, 4 business analysts and a number of others covering testing, tech writing and graphic design. As the team grew from 2 to 20, Craig was responsible for developing the application framework relied upon by all applications. Craig was also responsible for the overall technical architecture applied to all projects.

In addition to his role as Technical Architect, Craig was the lead software engineer on two strategic projects for the department – Identity Management and Integration.

On the Identity Management project, Craig developed a custom-built identity management system as a proof of concept for the Department. Following the successful operation of this system for 2 years the Department procured a commercial Identity Management system.

On the Integration project, Craig developed a messaging-based Enterprise Application Integration platform to support a number of key projects. As with the Identity Management project, once senior ICT management recognized the value of the platform, a commercial platform was procured to ultimately replace the custom platform.

May 2002 - May 2003: Townley & Associates Perth, Australia

Position: Software Engineer

The Ubicalcs project involved the analysis and design of a web based distributed calculation system. The application provides a front end GUI interface written in Java Swing, which provides the functionality to model mathematical algorithms and dynamic web pages to access the algorithm. Ubicalcs server functionality provides a web-based interface to allow users to select and execute the modelled algorithms. Ubicalcs is written in Java using the following technologies; JSP pages, Servlets, EJB's, Web Services (Axis, SOAP), RMI, STRUTS, JBOSS, Tomcat, Ant, Junit and Swing.

November 2001 - April 2002: Divstrat Sydney, Australia

Position: Contract Software Engineer

Java development for Divstrat on their GPX software. Primarily using Java Swing and XML. The development is ongoing and has focused on production of the administration interface to the XML configuration of the Divstrat system.

July 2001 - October 2001: Yambay Perth, Australia

Position: Contract Software Engineer

Writing and executing test harnesses in Java and C++ for PalmV communication software. Yambay were developing socket based libraries for the Palm devices for modem to server communication, this software needed to be tested at the API level, by developing various automatic test harnesses to provide a robust and repeatable test environment.

July 2000 - May 2001: Tyndall Sydney, Australia

Position: Contract Software Engineer

Developing client/server multithreaded statistical modelling software for the stock broking industry. The project at Tyndall involved rapidly producing a package in which statistical models could be created and executed quickly and easily. The front-end allowed users to drag and drop functionality and data nodes into a model. This model could then be executed by a remote control system, which would send results back to various users of the system.

August 1999 - May 2000 Sanford Securities Perth, Australia

Position: Contract Software Engineer

Sanford Securities primary activity is in providing online stock broking facilities. While working with Sanford I was involved with the design and coding of various systems including those to take orders from the website and place them directly onto the market and to provide detailed up-to-date market information to customers.

The chief technologies used at Sanford include Windows NT 4.0, Visual C++, Visual Basic, COM/DCOM, Microsoft Transaction Server, IBM MQSeries, Microsoft Message Queue, SQL

Sept 1998 - Feb 1999 CSC Hampshire, United Kingdom

Position: Contract Software Engineer

CSC was involved in the improvement and redevelopment of a credit approval product, Response, for General Motors in the UK and Germany. My role involved working on a team to correct existing errors in the product and develop and test enhancements. Response was a Client/Server application developed under Visual C++ for the Windows NT/98 environment.

I completed 3 months contract work for AT&T Istel based at the Land Rover factory in Solihull, Birmingham. The main project I was involved with was a system for monitoring the progress of vehicles through the paintshop. The system communicated with PLC's in the factory and an SQL Server database as well as

various viewers on the plant floor and was programmed in Visual C++ under Windows NT 3.51 and 4.0.

Feb 1998 – June 1998 Execom Software Perth, Western Australia

Position: Contract Software Engineer

During my contract with Execom I was involved in developing the application, AmendIT. AmendIT assists organisations with legacy applications in the ICL VME language Application Master to migrate to the Sterling Software COOL:Gen product suite. I was required to design and use Oracle database tables to store information describing an application and then convert this information into COOL:Gen using Sterling supplied API routines, in C and C++. I also developed a Cobol parser to be used in future projects for Execom.

1994 – 1997 Wescom Pty Ltd Perth, Western Australia

Position: Software Engineer

BACS Project (Backup Anti Collision System)

Wescom was contracted by Hamersley Iron to develop a system to ensure that mining machinery at the Marandoo mine site would avoid collision. BACS was developed to monitor the position of machinery using attached GPS (global positioning system) receivers. Developed in C++, BACS monitored the site 24 hours a day and would shutdown the equipment if it detected an imminent collision. I was the primary developer for the BACS system, which involved designing and writing the code and onsite commissioning of the system.

Terrain Project

Wescom, in conjunction with Earthworks Corporation, set out to develop a general purpose contouring program for the mining industry that could communicate with a wide variety of existing mining software packages. TERRAIN is a 32 bit application designed to run under Microsoft Windows 95/NT/3.11 and was developed using Microsoft Visual C++. Two programmers, including myself, completed the TERRAIN application.

SmartPlan Project

Several Wescom staff were contracted to ESRI Australia to work on a project for the West Australian Department of Land Administration (DOLA). The SmartPlan project's objective is to improve DOLA's cadastral database and redevelop spatial data inquiry, capture, maintenance and storage systems. I was involved in the functional requirements stage of the project which comprised of interviewing users to determine their requirements, documenting those requirements, data modelling, and producing prototypes using Delphi.