Martin Paulo

Curriculum Vitae

Software isn't an artifact that someone buys, it's a relationship between a customer and the provider of a service. **- Tim O'Reilly**

Career Objective

To further develop my understanding of the human side of both the development and the business of software.

Technical Experience

Languages:	*(2 GL's)*	8086 Assembler
	(3 GL's)	Java, Delphi, C++, C, VB, VBA, Pascal, Occam
	(4 GL's)	SQL, CyberScreen
Java skills		Servlets, RMI, JNDI, JSP, Swing, Beans, JAAS, JSSE, JDBC, JNLP, J2ME, Hibernate, JUnit, JFCUnit, ANTLR, Web Start, Ant
Frameworks		SanFrancisco, Borland Datasets, Turbo Vision
Markup		HTML, XML, XSD, XHTML, CSS
Databases		MySQL, Microsoft SQL Server, Oracle, Informix SE, Btrieve
Methodologies		Scrum, Feature Driven Development, UML, Booch
Office Automation		Microsoft Word, Excel
Platforms		Linux, Windows
Domains		Mobile Devices, Legal Practice Management, Accounting, Biometrics, Cash Dispensers, Embedded Systems

Personal Details

Full Name	Martin Marian Paulo
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Home Site	http://radio.weblogs.com/0130781/
Born	8th December 1961, Harari, Zimbabwe
Citizenship	New Zealand Citizen
Second Language	Afrikaans
National Service	Two years, in the infantry
Health	Excellent, non-smoker
Memberships	Member of the New Zealand Computer Society
Community	Founder of (and actively involved with) the Wellington Java User Group. Maintainer of the Pinehaven Progressive Association website.
Interests	Podcasting. Home renovation and restoration. One day I am going to learn to play the guitar. In the meantime I am in light training. The business and continued soap opera of software development.

Qualifications and Education

Tertiary	Rhodes University, Grahamstown, South Africa Bachelor of Science, 1987 Majors: • Physics with Electronics • Computer Science
Secondary	Graeme College, Grahamstown, South Africa Matriculation with University Exam Exemption.

Career Record

Oct 2005 - Present

Contract Software Developer

Took over the development of a 2 tier Swing application used to record seismic monitoring equipment.

Achievements

- Stabilised the code base
- Corrected fundamental defects in the design of the persistence layer
- Introduced unit testing to the development process
- Automated the build and deployment process
- Added much needed documentation for future developers

Invented and developed "Ohbli", a J2ME board game.

Achievements

- Invented a new game!
- Developed a very hard to beat AI for the game (a simple implementation of the Alpha-Beta pruning min-max algorithm).
- Came to a better understanding of the business models at work in the J2ME space.

June 2005 – Sept 2005

Co-Founder, Director and Developer, Blox, Ltd.

About Blox

Co founded Blox to develop a suite of Java based application components. These components would be used to assemble a Java based legal practice management system. Sadly the venture was dissolved because the partners could not agree on strategic direction.

Achievements

- Designed, installed and deployed the infrastructure required to develop code.
- Located and assessed required software components.
- Started the design and implementation of software components not freely available.
- Designed, created and deployed the Blox.co.nz web site.

Responsibilities

- Establishing the company infrastructure.
- Establishing the development infrastructure.
- Establishing product strategy.
- Developing Internet presence.
- Creating, designing and developing software components intended for use in the main application.

April 2005 – May 2005

Holiday

Took time out to unwind, and did so by re-roofing the house.

Career Record, Continued.

Jan 1997 – March 2005

Senior Software Developer

CLO, Aderant (Inform Group/Solution6), New Zealand

About CLO

CLO was a successful legal practice management system developed in Wellington. Over the years it was rewritten in different languages and expanded. CLO also changed ownership several times. In March 2005, Aderant, the current owners of CLO, chose to close their Wellington development centre. Not one of the CLO development team accepted the offer of relocation to Auckland.

At this point CLO consisted of a Java Swing two tier client, a Tomcat based XML billing server, and a 4GL server based "back office"

Achievements

- Awarded performance related increases every year.
- Proved the validity and created the tools to support an automated port of legacy 4GL code to Java.
- Devised the core concept around which the CLO Java client was built: a tree of objects in the legal domain. This was unique in the practice management space and gave CLO a distinct selling point.
- Designed and developed a general ledger.
- Designed and developed a news feed for Parliament.
- Developed techniques to deploy maintainable two tier Swing applications.

Responsibilities

- To stand in in for the Head of Software Development whenever he was away.
- To research, select and introduce new tools, processes and technologies to the development process.
- To manage the Java architecture.
- To manage the integration/replacement of legacy code.
- To develop Java code.

Career Record, Continued.

Aug 1994 - Dec 1996

Contract Software Developer

F.A.C.E. Technologies, South Africa

Received a sequence of contracts to design, develop and maintain a system to pay welfare benefits in the townships of the Western Cape using biometric identification. The system consisted of a file server, two networked client workstations and a cash dispenser, all of which were mounted on a trailer. Attached to each client workstation was a finger print scanner.

To use the system beneficiaries swiped an ID card, placed their finger on the fingerprint scanner. If a matching record existed on the file server they received their welfare payments from the cash dispenser. If a record for the beneficiary existed, but the print contained in the record did not match, a photograph of the supposed beneficiary was displayed on the screen and a paymaster had to intercede to approve or deny payment.

The software was written in C++, the analysis and design methodology was Grady Booch's.

Achievements

- This was incredibly rewarding work as the software made a huge difference to the quality of life for those who depended on it.
- Creating software that worked in hostile third world environments.

Responsibilities

- Requirements analysis for the payment system on the trailer.
- Design, development, testing and maintenance of the payment software.
- Designing, with prototypes for usability testing, the software used to harvest the photographs and fingerprints of beneficiaries.
- Developing, documenting and maintaining low level software components (VBX's and DLL's) for use by other applications the company was developing.

Feb 1994 - July 1994

Contract Software Developer

Denel Informatics, South Africa

Received a contract to upgrade a set of C++ programs used to control a radar system. The upgrade entailed porting the programs to protected mode, the removal of memory leaks, the correction of the serial port protocol and the addition of various small enhancements.

Sep 1993 - Jan 1994

Holiday

Resigned and came to explore New Zealand – the big OE!

Career Record, Continued.

Jan 1988 - Aug 1993

Project Leader/Analyst/Designer and Developer

Infoplan, South Africa

Achievements

- Awarded performance related increases every year.
- Promoted from junior developer to project leader.

Responsibilities

- Managed the technical direction and choices of projects worked on.
- Monitored and reported on project progress.
- Oversaw the research, analysis and planning of projects worked on.
- Travelled to branches to present technology updates to other staff.
- Developed code.

Oct 1992 - Aug 1993

Project Leader/Developer: Originated the concepts of, designed, documented and developed a forms based software suite to control a military radar system.

The system was written in C++ using the Borland TurboVision class libraries, and the analysis and design methodology chosen was Booch's.

July 1992 - Sept 1992

Systems Developer: Created and added serial port communications library to a DBASE III inventory system to enable it to use bar code scanning as a means of input. The language used was C++.

Jan 1992 - June 1992

Project Leader/Developer: Lead a project to demonstrate the feasibility of replacing the control computer of a geographical information system that was used to locate mines (found by sonar) with an I.B.M. PC running under windows. The project team consisted of three dedicated programmers and two programmers who had responsibilities outside the project. Visual Basic was use for the study.

April 1990 - Dec 1991

Project Leader/Developer: Lead a project to design and build a Transputer network (hosted in a PC) that replaced a dedicated processor that analysed radar pulse trains. The team consisted of one electronic engineer, two electronic technicians, and two software developers. In addition to designing the concept outline, also created the C software that aided in hardware testing and debugging. Wrote the Occam software that analysed the radar pulse trains.

Jan 1989 - March 1990

Senior Programmer: Designed the concept outline and software for a prototype demonstrating the feasibility of replacing a processor used to analyse radar pulse trains with a network Inmos Transputers. Wrote the Occam code for the Transputers. Also designed and wrote the Pascal based software that tested and aided in hardware debugging.

Jan 1988 - Dec 1988

Junior Programmer: Reverse engineered and documented the program code contained in EPROM's, working from circuit diagrams, for a system that analysed radar pulse trains. It used 3 embedded Intel 8085's networked by both serial and parallel port communications.

References

RoA (References on Request)