

# Mr. Jan Christer Humble, MSc

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## Software Engineer Manager, IT Consultant, Researcher

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Swedish Nationality

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### Summary

- Manager and team leader of software development, consulting and pre-sales teams and technical projects.
- Long track record of successful multi-disciplinary and multi-partner projects, working with development teams and independently, deadlines, prototype and long-term installations, publications, documentation, and funding proposals.
- Extensive experience liaising and communicating with technical and non-technical clients and end-users from a broad range of experience domains (industrial partners, psychologists, ethnographers, pedagogs, artists and scientists).
- Vast range of skills including IT, current technologies, numerical methods, communication, mathematics and physics.
- Highly experienced in Complex Event Processing and Capital Markets technologies and solutions.
- Highly motivated software engineer with extensive experience in IT solutions, OO design and development.

### Technical

- Extensive programming and large code bases experience in Java (9+ years), including J2SE, J2EE, J2ME, JSP, Servlets, JDBC, Hibernate, JMF, JNI, advanced core concepts, among others.
- Experience with C# (2 years) and building .net and compact framework applications (UIs, client/server).
- Experienced (regular use over several years) in C, C++, PHP, XML, SQL, Python, JavaScript, Prolog, Lisp, TCL, OpenGL, SRGP, HTML/CSS, VRML, Postscript, Tex, Matlab, Maple, and others.
- Extensive experience with development tools such as Ant, CVS, Eclipse, Visual Studio.
- Deployment and interfacing knowledge of server solutions such as Apache, Tomcat, MySQL, Postgres, etc., and regular use of operating system environments of Windows, Unix/Linux, Macintosh, PocketPC, and Symbian.
- Author of an extensive software suite and MIDlet/Mobile device frameworks development experience.
- Applications and programming in GRID computing, networking, distributed computing, Computer Vision (image recognition, pattern matching, image manipulation), Computer Graphics (3D graphics algorithms, OpenGL, SRGP, VR, 3D-modelling), and Neural/Biological Networks (numerics, modelling and visualization, development tools).

### Employment History

- 2009-present** Solutions Engineering Manager at *Progress Software* for Latin American operations, based in Miami, Florida, USA.
- 2007-2009** Solutions Manager and Senior Software Engineer at *Progress Software* in Cambridge, UK.
- 2003-2007** Research Fellow in Computer Science at *Mixed Reality Lab (MRL)*, *University of Nottingham*, UK.
- 2000-2007** Self-employed on various consulting appointments (*see below*).
- 1999-2002** Computer Science Researcher at the *Interactive Collaborative Environments Lab (ICE)* at the Swedish Institute of Computer Science, (*SICS*) in Stockholm and Gothenburg, Sweden.
- 1997-2000** Part-time work as laboration assistant in several computer course disciplines at the *Department of Numerical Analysis and Computer Science* at *The Royal Institute of Technology (KTH)* and the *Department of Economics* in *Stockholm University*, Sweden.
- 1995-1996** Layout/Computer Systems Manager at *Bengt Ugglas Publishing* in Stockholm, Sweden.

### Consulting

- 2000-2007** Development of software for analysis and simulations, and website deployment/management with database backends.
- Research into software solutions and feasibility for patented IPs.
- Honorary Research Assistant at the *Physiology Department* at *University College London* in London, UK: Modelling Hippocampal networks in conjunction with consulting for the *Department of Psychology* at *Boston University*, United States.

## Education

**1993-1995, 1997-1999** Master of Science in Applied Physics studies, in the area of Discrete Mathematics and Computer Science, at *The Royal Institute of Technology* (KTH) in Stockholm, Sweden.

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## Projects and Roles

### 2007-Present Progress Software – Apama

- Engineering manager and project lead for the development of both Algorithmic Trading and Complex Event Processing solutions.
- Managing customer engagements, training and mentoring of pre-sales and consulting teams in Europe and Latin America.
- Senior Software Engineer working on the design, development, requisites and enhancements of the Apama core product.
- Management, design and implementation of demonstrators, proof of concepts and solution accelerators for Capital Markets and general CEP market domains.
- Pre-sales and consulting engagements in Europe and Latin America for Capital Markets and CEP.
- Presenter of Capital Markets topics such as Risk Mitigation in conferences and various venues.

### 2000-2007 IT Consulting

- Java development of software for analysis and simulations, usually involving multi-thread concerns.
- Website deployment/management (servlets, JSP, JSTL, PHP, HTML, WAP/WML) with database backends (MySQL, Postgres).
- Research into software solutions and feasibility for patented intellectual properties.
- Java and numerical modelling of Hippocampal networks and development of Catacomb, a virtual lab framework.

### 2003-2007 Mixed Reality Lab

#### **Semantic Media / DReSS** – *Digital annotation tools for scientists (1 year – 2006-2007, UK)*

- Project development coordinator.
- Main developer of the Digital Replay System for recording and playback of annotation media in Java using RDF, Jena, Axis, and Spring framework for system persistence, and client/server features.
- Collaborating with social scientists and chemists in experiment analysis through sensors and media recorders.

#### **Equator** – *Domestic technologies and design (4 years – 2003-2007, UK)*

- Main developer of software components and graphical interfaces to drive research, integration of hardware and software technologies in domestic environments.
- Multi-module stand-alone Java applications, including server applications, client and midlet applications, distributed computing solutions, web mining and web services.
- Applications for long term continuous deployment built in C# including web resource mining, interfacing to visualization packages and hardware devices.
- Developer of JavaBeans components, Swing based GUIs, distributed communication using web services and Equip system, JNI and C/C++ for native applications, and interfaces to external software libraries.
- Developer of client applications in C# for PocketPC devices, using XML and SOAP.
- Developer of midlets for Java enabled mobile phones.
- Programming C for PIC based Ad-hoc devices.
- Collaboration and orchestration of scenarios and long term installations with industrial designers, artists and ethnographers.

#### **MyGRID** – *Alternative GRID solutions for neuro-science/biology research (4 months – 2005, UK)*

- Developer of Swing based Java GUI component for accessing database backend using GRID and web service technologies (Jena, Axis, Xerces, Hibernate).
- Collaborating and liaising with bioinformaticians and biologists.

#### **Thinkers in Residence** – *I Like Frank game experience (5 months – 2004, Australia)*

- Main designer and developer of mobile phone software for the I Like Frank real world game experience in conjunction with Blast Theory artist studio.
- Developer of Java midlet applications for 3G devices and server side programming.

#### **MIAS** – *Medical Images and Sensors (1 year – 2003, UK)*

- Java development for Globus Toolkit GRID integration with TinyOS driven sensor devices, server technologies (Apache Tomcat) and MySQL database backend, 2D Visualization development, and C programming PIC devices.
- Development team leader and coordinator of work activities for the integration of hardware and software infrastructure components.

## 1999-2002 Swedish Institute of Computer Science

### **ACCORD** - *Home Technologies (2 years – 2001-2002, Sweden)*

- Main developer of software components and graphical interfaces to drive research in domestic environments.
- Iterative development of technologies driven by and in collaboration with ethnographers and ethnographical studies.
- Java, C, TCL/TK, distributed computing solutions.

### **eErie** - *Real world gaming experience with mobile, pervasive and sensor technologies (1 year – 2001-2002, Sweden)*

- Main developer of applications in Java for mobile devices and simple distributed computing solutions, integrating sensor hardware (RFID, proximity sensors, etc).

### **ITsPU** - *Role-playing as a tool for management training for professionals (4 months – 2001, Sweden)*

- Main developer of concept game for hand-held technology and monitoring application in Java and PocketPC.

### **eScape** - *The Pond (1 year – 2000-2001, Sweden)*

- Development and design for The Pond, a desk based web search/media visualization tool.
- Developer of web services, MySQL database integration, TCL scripting, RFID device interface, and behaviour algorithms in Java.

### **KidStory** - *Collaborative storytelling with children with prototype technologies (2 years – 1999-2001, Sweden)*

- Developer of computer vision platform in Java and software tools for collaborative storytelling.
- C and TCL scripting for integration with in-house hardware and 3D Dive system visualization.
- Workshops involving children, psychologists and pedagogs.

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## Languages

Fluent in English, Spanish, and Swedish.

## Publications

Author/Co-author of several international conference, journals and workshop publications. Selected examples include:

"*Playing with the Bits - User-configuration of Ubiquitous Domestic Environments*", Humble, J., et al, Lecture Notes in Computer Science: *UbiComp2003: Ubiquitous Computing: 5th International Conference*, Seattle, WA, USA, October 12-15, 2003, Proceedings, Volume 2864, Jan 2003, Pages 256 - 263.

"*A Generic Architecture for Sensor Data Integration with the GRID*", Humble, J. et al, First International Workshop on Scientific Applications of Grid Computing, *SAG04*, Sept 20, 2004, Beijing, China.

"*Something Eerie?*", Karl-Petter Åkesson and Jan Humble, *Designing Ubiquitous Computing Games*, A workshop at *UbiComp 2001* in Atlanta, GA, USA, September 30, 2001.

## Selected Appointments

Organizing committee of the 2nd International Workshop on GRID Computing and its Application to Data Analysis, *GADA'05*.

Programme committee of several international ubiquitous, pervasive and GRID themed workshops and conferences including: CHI, UbiComp, UIST, *GADA'07*, *GADA'06*, *GADA'04*, *ADSM'06*, *ADSM'05*, *KDMG'05*, *ADSM'05*, *GSRM'05*, *GPP'05*, *SAG'04*.

Journal reviewer for *Future Generation Computer Systems*, The International Journal of Grid Computing: Theory, Methods and Applications.

## Interests - personal

SCUBA diving (advance open water / stress and rescue), science literature, travel, tennis, basketball, chess, billiards, guitar, film.