San Francisco, CA (415) 601-1906 jerome@thomere.org

# **Senior Software Engineer**

- 4 years of experience in mobile applications
- Experience in server-side solutions
- Solid background in Graphical User Interfaces and Knowledge Representation
- Creative team player who succeeds at integrating solutions
- · Proficiency in a wide variety of programming languages and systems

## Skills

- Programming: Objective-C, Java, MySQL, PHP, Javascript, Lisp, C++, Prolog, Python
- OS: Unix (Solaris, Linux, MacOSX), Windows
- Other: Git/SVN/CVS, OWL/RDF/XML, SOAP

## **Experience**

#### JILDY, INC - PALO ALTO, CA

#### **LEAD SOFTWARE ARCHITECT, MOBILE APPLICATIONS**

2011-present

- Single-handedly designed and implemented the Jildy iPhone app, which aims to simplify and streamline the 'feeds' from one's social networks.
- Led the collaborative work with the back end team overseas to meet the requirements of the API.
- Completely overhauled and redesigned an innovative graphical user interface to address users' feedback and bring dynamism to the experience.

#### SRI International - Menlo Park, CA

CONSULTANT 2010-2011

- Designed and implemented an interactive iPhone app to navigate EcoCyc, a bioinformatics knowledge base that describes the genome and the biochemical machinery of Escherichia coli.
- Designed and implemented a mobile application as a natural language dialog interface for banking users.
- Integrated and extended the automatic question answering capabilities of an intelligent computerized textbook.

COMPUTER SCIENTIST 2003-2009

 Developed the LAW architecture to help decision makers match complex graphical patterns to security threats. Implemented its web-based user interface to edit patterns, control the matching process and visualize the results.

- Developed an online algorithm catalog for the intelligence community. Using Semantic Web technologies, this system analyses data analysis algorithms (Pattern Matching, Group Discovery, etc.) and combines them into complex threat detection workflows.
- Implemented the scoring of a Machine Learning platform designed to assist humans in everyday tasks by learning from that individual person's actions.
- Prototyped a combinatorial optimization algorithm, which selected questions as part a Task Learning system for medical evacuations.

RESEARCH ENGINEER 1998-2002

- Integrated a solution that allowed Subject Matter Experts to graphically and rapidly build large Knowledge Bases.
- Developed a generic Ontology API, which was interoperable on different multiple KRS, written in languages as different as Java and Lisp.
- Developed GKB, a cross-platform Graphical Editor to build and modify Knowledge Bases.
- Implemented the underlying Ontology of a Structured Argumentation Collaborative platform.

#### **EDS France, Paris**

PROJECT LEADER 1996-1997

 Designed and implemented a Case-Based Reasoning application in C++ for industrial design in a major French Nuclear Energy company. Managed a team of three engineers who successfully delivered a complete solution, along with documentation and support.

RESEARCH ENGINEER 1990-1995

- Developed a Case-Based Reasoning system for the design of scientific payloads on Spacelab.
- Integrated an expert system for a European railroad consortium to plan and budget railroad maintenance and repairs.
- Implemented event reasoning techniques for an Artificial Vision system designed for the surveillance of large-area scenes.
- Developed an expert system to automate the design of adhesive links for aerospace industry elements.

## **Extra professional activities**

WEBMASTER 2002-present

Maintained and continually improved the web site of a cycling club with dynamic pages using LAMP.
 Developed an iPhone and an iPad apps to access ride calendar.

## Education

M.Sc. Artificial Intelligence University of Aix-Marseille
M.Sc. Applied Mathematics Ecole Centrale Paris

## Misc

- US and French citizen.
- Member of AAAI since 1990. List of publications available upon request.
- Avid cyclist; amateur astronomer.