

Julian E Gómez, Ph.D.

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Summary

Decades of 3D computer graphics experience
Decades of information technology experience
Experience in both product development and research
Emphasis on using leading edge technologies for solution development
Open standards development in problem domains and interdisciplinary solutions

Objective

CTO, VP, or Director leading a new initiative in product development or research.
Individual Contributor in a new initiative.

History

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| Polished Pixels | 1 yr |
| • Developing iPhone software with Xcode, Objective-C, and Unity3D. | |
| Senior Applications Engineer, Integrated Media Measurement | 1 yr |
| • Architected and developed internal applications. IMMI is focused on very accurate measurement of media listening and watching behaviors. | |
| Senior Scientist, Research Institute for Advanced Computer Science, NASA Ames | 3 yrs |
| • Research for the Digital Shuttle program, one of the Virtual Iron Bird projects. Researched areas for a knowledge integrating virtual vehicle included knowledge capture, knowledge navigation, and knowledge visualization. More recent focus included visual queries and semantic web visualization, and participation with ISO standards development for 3D information. | |
| Senior Staff Engineer, Java 3D New Technology, Sun Microsystems, Inc. | 1 yr |
| • R&D in a new area of Java leveraging Java 3D and J2EE to better enable e-commerce, visualization, and simulation by providing IT driven 3D graphics as part of Java. | |
| VP Technology, Burnadisc Corporation, Carmel | 1 yr |
| • Co-founded the company, developed the initial data model, and built the prototype. | |
| Director of the Advanced Technology Group and Chief Scientist, LEGO A/S, SPU-Darwin | 3 yrs |
| • Architected the L3D database. Managed the Advanced Technology Group. L3D was a leading edge ORDBMS of all of LEGO's bricks, models, and boxes, with a focus on 3-D object oriented definitions of the elements, a multi-tier client development framework, and a thick client API. The ATG was responsible for designing and building L3D, and system operations for SPU-Darwin. | |
| Principal Engineer, Macintosh System Software, Apple Computer, Inc. | 3 yrs |
| • Member of original <i>QuickDraw 3D</i> Development Team. | |
| Vice President, Research & Development, Intouch Group, Inc., San Francisco | 2 yrs |
| • Architected the production i-station, a multimedia kiosk for previewing music albums. Managed development of i-station hardware and software components. Designed the in-house production system and developed all in-house software. Managed in-house production. Architected the company's RDBMS. Assisted with obtaining venture capital financing. A number of iStation features are now found in Apple's iTunes service. | |

- 3-D Scientist, MacroMedia, Inc. 3 yrs
• Founder and member of *MacroMind Three-D* development team.
- Research Scientist, Research Institute for Advanced Computer Science, NASA Ames 3 yrs
• Design of a high performance graphics subsystem for computational fluid dynamics. Research, software development, and animation to demonstrate scientific visualization for computational chemistry.
- Research & Development, Cranston/Csuri Productions, Inc., Columbus 2 yrs
• Software for commercial computer animation.
- Computer Graphics Specialist, Computer Graphics Laboratory, Jet Propulsion Laboratory
• Programmed space simulation and experimentation for both real time and realistic high quality computer graphics. Simulations were filmed and released internationally.

Education

- Ph.D. Computer and Information Science, The Ohio State University. *Computer Display of Time Variant Functions*. Adviser: Franklin C. Crow.
- A.B. of Computer Science With Honors, With Distinction in General Scholarship, UC Berkeley. *CGNOTES a project to depict music with computer graphics*.

Non-professional Interests

- Private pilot, instrument rated, own a Piper Arrow II, used to skydive
- NASD Registered Representative
- Student of Danish and Russian and Spanish
- Student of musicology and classical organ
- Theatre - main interest is lighting design but done almost everything
- Traveling the world.

Addenda listed separately

- Publications
- Products shipped
- Systems experience
- Selected memberships
- Websites developed
- Selected professional activities
- Filmography
- Client history

Keywords

3-D 3D animation archive attractors CAD CAD/CAM CFD chaos chaotic Cocoa computer database development digital driven dspace event gfx graphics HTML information infovisz iPhone IT JavaScript KM knowledge management MySQL object Objective-C ontologies ontology OOP Oracle PARC PDM PERL PLM product programming relational research scientific scivis scivisz semantic solutions standards technology theory Unity3D visualization web webmaster WebObjects Xcode Xerox