

Julian E Gómez, Ph.D.

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Summary

My history spans decades of 3D computer graphics and ten years of information technology, split between product development and research institutions. The latter part of that period has emphasized commercial activity, with a number of products put on the shelf, as well as an emphasis on using leading technologies for solution development. Products have included database driven graphics and visualization, developed and managed by myself. I am also active in standards development, using my range of experience to streamline information transfer both within problem domains and for interdisciplinary solutions. Being equally comfortable with both commercial activities and research, my current direction is towards leading product development or a research team, especially in areas involving information technologies and 3D graphics.

History

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| Senior Applications Engineer, Integrated Media Measurement | 2007 |
| • Architected and developed internal applications. IMMI is focused on very accurate measurement of media listening and watching behaviors. | 2006 |
| Senior Scientist, Research Institute for Advanced Computer Science, NASA Ames | 2005 |
| • 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. | 2002 |
| Senior Staff Engineer, Java 3D New Technology, Sun Microsystems, Inc. | 2001 |
| • 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. | 2000 |
| VP Technology, Burnadisc Corporation, Carmel | 2000 |
| • Co-founded the company, developed the initial data model, and built the prototype. | 1999 |
| Director of the Advanced Technology Group and Chief Scientist, LEGO A/S, SPU-Darwin | 1998 |
| • 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. | 1995 |
| Principal Engineer, Macintosh System Software, Apple Computer, Inc. | 1995 |
| • Member of original <i>QuickDraw 3D</i> Development Team. | 1992 |
| Vice President, Research & Development, Intouch Group, Inc., San Francisco | 1992 |
| • 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. | 1990 |
| 3-D Scientist, MacroMedia, Inc. | 1990 |
| • Founder and member of <i>MacroMind Three-D</i> development team. | 1988 |

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| Research Scientist, Research Institute for Advanced Computer Science, NASA Ames | 1988 |
| • Design of a high performance graphics subsystem for computational fluid dynamics. Research, software development, and animation to demonstrate scientific visualization for computational chemistry. | 1986 |
| Research & Development, Cranston/Csuri Productions, Inc., Columbus | 1985 |
| • Software for commercial computer animation. | 1984 |
| Computer Graphics Specialist, Computer Graphics Laboratory, Jet Propulsion Laboratory | 1981 |
| • Programmed space simulation and experimentation for both real time and realistic high quality computer graphics. Simulations were filmed and released internationally. | 1977 |

Education

- 1985 Ph.D. Computer and Information Science, The Ohio State University. *Computer Display of Time Variant Functions*. Adviser: Franklin C. Crow.
- 1977 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 animation archive attractor CAD CAD/CAM CFD chaos chaotic computer computer database development digital driven dspace event gfx graphics graphics HTML information infovis infovisz IT JavaScript knowledge management MySQL object ontologies ontology OOP Oracle PARC PDM PERL PLM product programming relational research scientific scivis scivisz semantic solutions standards technology theory visualization visualization web webmaster WebObjects Xerox