

## Resume:

Address:  
Date and place of birth:  
Email:  
Web:

## Jamie Paul Curmi

Melbourne, Victoria, Australia  
May 3, 1969, Victoria, Australia  
jamie@curmi.com  
<http://curmi.com>

## SKILLS

Software Engineering  
Technical Team Leadership  
Design and Implementation  
Strong written and verbal presentation skills  
Project Management  
Process Improvement  
Innovation  
Interface design and Usability  
Customer Service and Client Management

## DEVELOPMENT EXPERTISE

### **Operating Systems**

UNIX/Linux, Mac OS X, Windows

### **Languages**

Java, C/C++, Objective-C, WML, XML, HTML, SQL, Cocoa, Pascal, Perl, PHP, Shell scripting.

### **Software Packages**

Word, Excel, PowerPoint, FrameMaker, Photoshop, ClearCase, Purify, Rose, Sybase, MySQL, numerous Unix and Mac OS X based packages.

## EMPLOYMENT

2007 – current

### **Precedence Health Care**

<http://precedencehealthcare.com>

Melbourne, Victoria, Australia

**Chief Technology Officer/  
Senior Software Engineer**

I am currently employed by Precedence Health Care as the Chief Technology Officer for the company. I also work as a Senior Software Engineer on Precedence Health Care software development projects.

2001 – 2007

### **Agent Oriented Software**

<http://www.agent-software.com>

Melbourne, Victoria, Australia

**Director of Operations/  
Project Manager/  
Senior Software Engineer**

My role at AOS was quite varied. In my day-to-day duties I was Director of Operations, Project Manager on certain projects, and a Senior Software Engineer on others. The company was quite small (around 10

developers in total), so I had experience in a number of different roles.

As a Senior Software Engineer I worked on a number of projects. The main development I worked on at AOS was the JACK Development Environment (JDE) – a Java Swing based IDE for creating and running JACK based programs.

The JDE is a drag-and-drop IDE with graphical editing of JACK plans and Agent based designs. The product is similar to Rational Rose, but built for Agent-based software design and development. Some older screen shots from this project can be found at <http://www.agent-software.com/shared/products/features.html> and the product can be downloaded and trialed for free from this web site.

Other development projects I have worked on include providing usability enhancements to the AOS flagship product JACK, font management services, graphical design tracing, reporting, and image exportation services.

At AOS I developed the AOS Human Interface guidelines – guidelines to improve usability in AOS developed user interfaces. These guidelines were used throughout the company for all GUI development.

I also developed Java libraries for improved internationalisation of Java applications, along with improved dialogs with closer platform look and feel than those provided by standard Java libraries.

My work also included the use of scripting languages such as Perl for development of scripts for internal use.

As Director of Operations I oversaw all development projects, and was responsible for the majority of developers at AOS. I provided advice, reviewed projects and allocated resources to all projects.

My role included performing future project planning, and determining and documenting organisational structure and process. I also handled all job requests and CVs sent to the organisation, and organised and was involved in interviews when new staff were required.

I managed the internship process at AOS – AOS hired a number of internship student from neighbouring universities to work with them for a year as part of their course.

I developed and implemented the AOS Performance Review process. This process allowed all staff to list their roles, responsibilities, and measures for success, and ensured management were aware of staff long term goals along with their contributions to the organisation. I was also a leading contributor to AOS Quality Assurance procedures.

I developed and implemented QA procedures for Code

Documentation and Configuration Management and was a leading contributor to management and developer documentation templates such as Requirement Specification, Project Plans and Project Schedules.

As a Project Manager I worked on a number of projects – mainly with external customers. Some projects were commercial in confidence and can be described only in broad terms. A number of these projects are listed below:

Project Manager for a project developing intelligent simulated soldiers – software soldiers with intelligent behaviours, which can be integrated in to training environments to allow trainees to interact with more realistic opponents.

Project Manager for a large project developing intelligent pilot behaviours in aircraft simulations. The intelligent pilots control realistic aircraft computer models, allowing new aircraft to be tested under Australian combat conditions.

Involvement in research in to Agent Based Design methodologies with RMIT.

1998 - 2001

**Ericsson Australia/Melbourne IT  
Advanced Services Application Centre (ASAC)**  
*<http://www.melbourneit.com.au>*  
Melbourne, Victoria, Australia  
**Master Software Engineer/Technical Coordinator**

Leading WAP developer at Ericsson Australia.

Technical Coordinator of the Concept Development Unit – a newly formed unit at ASAC focussing on innovation, prototyping and development of new mobile applications.

Key player in the creation of the ASAC Mobile Development Applications Group. Author and maintainer of ASAC WAP developer guidelines – including maintaining details of the vast number of differences in WAP device rendering of WML.

Designer and implementer of a WAP based service for traffic and road information and calculations.

Original Inventor, Chief Designer and Implementation Leader for the ProxEmate service - an SMS and WAP based anonymous match and contact service. Worked extensively with partners to bring the service to trial.

Project Manager, Chief Designer and Implementation Leader for the dstore WAP service – a WAP based secure e-commerce service. Worked extensively with Optus and Telstra to integrate the service into

their respective WAP services.

Coordinator of an Ericsson funded research project on WAP animation techniques for different mobile devices.

Technical Coordinator, Chief Designer and Implementation leader for a number of other WAP based services including Tourism Victoria, City Search and demonstration services.

Designer and Implementer of PHP based libraries for WAP development. These libraries include support for separating WAP interface from application logic, automatic handling of different device characteristics for the display of WAP content, and XML integration. These libraries are used with the vast majority of WAP content developed at ASAC.

Team Leader of the PocketNews service development for Telstra, internally known as the Smart Messaging Service - Information Broadcast project (SMS-IB), an information service for the delivery of news and stock content to mobile phones via "push" (messages sent according to scheduled times) and "pull" (messages requested on demand). Worked extensively with Telstra on this project. Was also involved in software development, and technical and team lead activities.

Senior Software Engineer on the Khanh project – a personal assistant service for mobile phones, incorporating email, fax redirection, selective call answering, and other features.

Originator and Coordinator of two knowledge sharing initiatives at ASAC - the ASAC Knowledge Sharing Seminars (regular seminars for introduction and discussion of topics of interest to ASAC technical staff) and the tech-help mailing list (a technical help service for ASAC developers).

1994 – 1998 **The Australian Artificial Intelligence Institute (AAIL)**  
Melbourne, Victoria, Australia  
**Senior Software Engineer**

Team Leader and Developer on the Agentis Business Architect project - a graphical editor for the GEM language developed by AAIL. The product forms part of Agentis Business Solutions, is designed using the Booch Object Oriented methodology and Rational Rose, built in C++ using a cross platform GUI library ILOG Views.

Team Leader and developer on the Agentis Business Manager project - a compiler and runtime environment for building agent based 'process-ware' applications. The product is built using Object Oriented methodologies in C++ under Unix (SunOS and Solaris).

Project Leader on an on-line transportation consignment booking and

logistics system, making use of the Agentis Business Solutions product suite, and HTML, Java Script and CGI Script programming for the graphical user interface.

Team Leader on a retail intelligent assistant for purchases and queries (making use of Agentis Business Solutions product suite, C++ and SQL).

Project Leader and designer on the ATEEG Project - a system for evaluation of students in Air Traffic Control simulation using agent technology. Presented paper (appearing in proceedings) "Modelling Pilot Behaviour in Air Traffic Control Simulation" at SimTecT 96 (Simulation Technology and Training) Conference, Melbourne, Victoria, 1996.

Analysis and design of the Generic Simulator project - a simulation system including advanced capabilities for generating complex training scenarios without need for intensive human interaction.

Design and Implementation of dMARS training material (a distributed multi-agent reasoning system developed by AAll for building complex, distributed real-time systems).

AAll representative to OMG (Object Management Group).

1994                    **The Australian Artificial Intelligence Institute (AAll)**  
Melbourne, Victoria, Australia  
**Contract Software Engineer**

Design and implementation of the dMARS test-plan suite for testing the dMARS kernel and standard evaluable library.

1992 - 1994        **The University of Melbourne**  
**Department of Mathematics**  
Parkville, Victoria, Australia  
**Programmer**

Chief programmer on the Computational Homology project. Duties included design and implementation of cross platform tools for calculating computational homology and automated string re-writing (various Unix platforms and Macintosh).

1992 - 1994        **The University of Melbourne**  
**Department of Computer Science**  
Parkville, Victoria, Australia  
**Staff Tutor**

Tutor-in-charge of first year unit "Computing Fundamentals" and third year unit "Graphics and Image Processing". Duties included preparation of classes and projects, teaching of C/C++, Pascal, Miranda, graphics and image processing concepts.

## EDUCATION

- |           |                                                                                                                                   |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------|
| 2000      | Certificate of Management Leadership<br>Ericsson Australia/Swinburne University of Technology                                     |
| 1991      | Graduate Diploma in Computing Studies<br>The University of Melbourne, Victoria, Australia                                         |
| 1990      | Graduate Diploma in Education<br>The University of Melbourne, Victoria, Australia<br>Majored in Mathematics and Science Education |
| 1987-1989 | Bachelor of Science<br>The University of Melbourne, Victoria, Australia<br>Majored in Mathematics (Advanced Stream)               |

## SCHOLARSHIPS AND AWARDS

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|------|-------------------------------------------|
| 2000 | Ericsson Development High Achiever Award  |
| 1991 | Australian Computer Society Student Award |
| 1989 | First Class Faculty Honours               |
| 1989 | Dixson Scholarship in Pure Mathematics    |
| 1988 | Dixson Scholarship in Applied Mathematics |

## OTHER INFORMATION

### **Languages**

English, Basic Japanese.

### **Interests**

Electronic entertainment, film, reading, hobby development of Mac OS X applications in my spare time (<http://curmi.com/software>), along with a blog (<http://curmi.com/blog>).

## REFERENCES

Available on request.