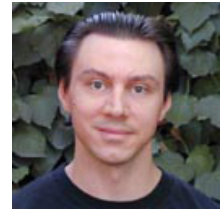


Robert McNally

Software Designer/Developer • Development Director • Consultant • Technologist



Robert McNally

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The most recent version of Robert's resume and an extensive list of professional projects is here:

arciem.com/resume

Robert's LinkedIn Profile is here:

www.linkedin.com/in/robertmcnally

References upon request.

Revised January 29, 2008.

Highlights

- Almost thirty years of professional experience in the design, development, and management of application, entertainment, web, and educational software projects.
- The ability to understand the interests and language of technical, creative, and business professionals and bridge between them.
- The ability to instill people with a vision for a product or company.
- A love of mentoring, and the ability to make complex technical concepts easy to understand.
- An eye for detail, and a passion for quality.

Skills

- Leadership/Team Management
- Clear Writing/Public Speaking
- Process Improvement/TOC
- Object-oriented Design
- User Interface Design
- Productivity/PIM
- Education/Entertainment
- Apache/Tomcat/TCP
- Postscript/PDF
- Graphics/OpenGL/GLSL
- Mac OS X/Cocoa/Quartz
- UNIX/Linux/C/C++/Objective-C
- Java/Swing/WebObjects
- Flash/ActionScript
- HTML/XHTML/XML/CSS
- PHP/Python/MySQL
- E-Commerce/Drupal/Drupal
- Audio/Video/Final Cut Studio
- JavaScript/AJAX
- Semantic Web/RDF/Jena
- Photoshop/ Illustrator/ InDesign

Experience

Contractor/Consultant, Applied Minds, Inc. — Feb 2004–December 2007

- Applied Minds is a software/hardware think tank that invents and develops proof-of-concepts of innovative solutions for Fortune 100 clients.
- Designed and developed Flying Logic, an innovative planning application that combines interactive diagramming with animation. First version was developed for Mac OS X in Cocoa, and the second version in pure Java. See FlyingLogic.com.
- Hired and managed a second engineer responsible for secondary UI and deployment tasks for Flying Logic.
- Participated in numerous meetings with client representatives on the West Coast and in the Washington DC area providing presentations on Flying Logic's use, market potential, IP and technology transfer issues, and business models.
- Developed two other unannounced proof-of-concept applications in Cocoa.

Principal, Arciem LLC DBA Sciral — Jan 2001–Present

- Self-published Sciral Consistency, an innovative personal productivity application using Cocoa. Rated "4 mice" by MacWorld Magazine. Managed port to Windows. See Sciral.com.
- Licensed and published Flying Logic under the Sciral imprimatur. See flyinglogic.com.
- Sciral web site includes free calendar feature that uses Java/Tomcat back-end and generates PDF files dynamically. See Sciral.com/free.
- Created Flying Logic and Sciral web sites using XHTML, CSS, PHP, Javascript, Flash and AJAX.

Founding Member, PixelBlocks LLC — Oct 2002–Jun 2005

- Licensed U.S. patent 5,267,863 from inventor Jay Simmons, and brought together

partners with experience in product design, toy industry sales, and specialty toy retail. Together we formed PixelBlocks LLC and brought this innovative construction toy to market. See PixelBlocks.com.

- Developed Java/WebObjects-based web site and IT infrastructure including custom e-commerce, order processing, and inventory management system.
- Actively participated in management affairs until mid-2005.

VP Engineering, Explorati, Inc. — Feb 2001–Dec 2001

- Managed team of 9 senior engineers working full-time in several locations to produce a platform for real time multi-user interaction in a 3-D environment. Development involved Microsoft Windows, project management tools, source code control, Unreal Engine and Maya 3-D technology, and various off-the-shelf and custom electronic collaboration tools.
- Facilitated communication and collaboration among entire team of over 20 full-time staff including engineers, artists, designers, and executives.

Contractor, then VP Software Engineering, Altamira Group, Inc. — 1997–2000

- Built engineering department from ground up during company transitional growth phase from 10 to 30 total employees.
- Hired and managed a multi-platform (Win/Mac/UNIX) internal development staff of 8, including a software architect, 4 software engineers, an MIS manager, and two QA engineers.
- Interfaced with other company departments including Management, Marketing, Creative Services, and Sales.
- Managed several external software development teams.
- Contributed key conceptual and design work to several products in development.
- Designed and developed Genuine Fractals, an award-winning Adobe Photoshop compatible format plug-in for compression and decompression of high-quality images using patented fractal/wavelet compression technology.

Independent Software Design, Development and Consulting — 1996–1999

- Clients included MCI Worldcom, Kagi Payment Systems, Jim Henson's Creature Shop, Ziff-Davis Publishing, Legacy Educational Software, Futurekids Education Centers, and Walt Disney Imagineering.

Sabbatical — 1995–1996

President & CEO / Creative Director, The Dreamers Guild, Inc. — 1991–1995

- The Dreamers Guild, Inc. provided quality development services to major entertainment software publishers, with a full-time staff of over 40 including engineers, artists, musicians, QA, clerical, and management.
- Brought together the expertise that formed the nucleus of the company, and established the corporate vision and culture.
- Clients included Electronic Arts, Maxis, New World Computing, MPG-Net, Turner Interactive, Westwood Studios, Cyberdreams, MGM Interactive, Mindscape/Software Toolworks, and Apple Computer.
- Creator, Designer, and/or Technical Director for products in genres as diverse as multiplayer online games, adventures, cards/casino, and action/arcade.

Independent Software Developer — 1979–1991

- Clients included Electronic Arts, NovaLogic, Cinemaware, Microillusions, Tiger Media, PEAL Educational Software, Miles Computing, Activision, Datamost, Sega, Passport Designs, and Edu-Ware Services.

Education

Self-educated.