

Peter William Lount

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OBJECTIVE: Systems Architect, Researcher, Systems Analyst or Software Engineer

WORK EXPERIENCE:

- **Active Information Corporation (Vancouver, BC; 1987 – Present)**, Independent Consultant for Systems Architecture, Systems Analysis, Software Engineering, Product Design and Systems Administration.
 - Successfully completed major projects for companies ranging from Fortune 100 corporations to start-ups.
- JP Morgan (New York City, NY)**, Computer Systems Engineer
 - A member of the core team that built the “Das Kapital” hybrid derivative financial instrument portfolio trading, tracking and management system at JP Morgan. Today the Kapital system manages a large portion of JP Morgan's financial assets.
- Fannie Mae (Washington, DC)**, Design Consultant and Technical Mentor
 - Led remediation of a \$2M project that was 6 months behind schedule, resulting in an on-time and successful completion of the project.
 - Facilitated team meetings, led technical discussions, reviewed technical designs, and interfaced with management.
- Progressive Insurance (Cleveland, OH)**, Software Engineer and Systems Analyst
 - Worked on debugging customer's vehicle insurance websites, resulting in over 90% of end-user experience errors being fixed within five months.
- Deluxe Corporation (Shoreview, MN)**, Software Engineer and Systems Analyst
 - The largest check printing corporation in the U.S.
 - Designed and documented Deluxe’s “Prinnovation” product, that allowed configuration of check and document print settings at Deluxe’s printing facilities.
- Condor Rebar (Vancouver, BC)** Systems Architecture Consultant
 - Bridge Design System: designed and developed the “MetaMeric Segmental Bridge Design Software”, used in the construction of the Vancouver Sky Train, and over twenty other bridges around the world.
 - Rebar Management System: Designed systems architecture for “Rebar Management Software”, a supply-chain management system for the specification, detailing, fabrication, delivery, and installation of structural reinforcement systems. Large-scale construction projects included PacBell Park in San Francisco, pulp mills in Indonesia, a major power plant in Malaysia, a petroleum refinery in India, mines in Chile and Peru, and a nuclear waste and weapons disposal facility in the United States.
 - Performed research on 3D CAD systems graphics and engineering systems' interoperability for the National Research Council of Canada.
- Aacom Communications Corp. (Vancouver, BC)**, Product Designer and Systems Administrator
 - Start-up company providing internet services: web-search, web-email, VOIP, and internet advertising.
 - Managed a network of over fifty Unix-based servers, configured firewalls, engineered security, and diagnosed and tracked network intruders.
 - Discovered a serious configuration problem with AT&T's Vancouver Network Hub. Coordinated multiple corporate clients of AT&T to work together to assist AT&T in recognizing the problem and then in resolving it.
 - Designed and implemented an integrated at-home heart EKG monitoring system.
- Golf Event Management (Vancouver, BC)**, Systems Architect Consultant and Web Developer
 - Developed a custom dynamic Web Engine for an extensive collaborative golfing web site.
 - Incorporated multiple user roles utilizing custom time and event planning objects and extensive web application forms processing.
- Bootlegger Clothing Company (Toronto, ON)**, Web Developer
 - Provided web hosting for a major Canadian clothing retailer.
 - Wrote a middleware program to provide interoperability between FlashMX and Java using XML.
- Proprietary Research & Development**, Researcher
 - Seventeen years of research on Distributed Object Database and Collaborative Systems.
 - Developed a new distributed, collaborative and dynamic programming language, called “Zoku”.
- **Synaptec, (Vancouver, BC; 1987-1988)**, Software Engineer

- Part of a team that developed a Smalltalk clone in Forth. Identified and fixed over 600 bugs.
- ❑ **Paradigm Creators, Inc., (Vancouver, BC; 1982 -1987)**, Video Game Designer and Engineer
 - Co-designer and sole author of two commercially successful video games, Gemstone Warrior and Gemstone Healer, that generated over \$2M in revenues and were played by over ½ million users.
 - Gemstone Warrior Game architecture and design are still in use in the Games Industry.
 - Written entirely in CMOS 6502 and Motorola 68000 assembly language for the Apple II+, Commodore 64, Atari 800 and Macintosh.

RELATED SKILLS:

- ❑ **Twenty-five plus years of experience in software design and development**
 - Systems architect with expertise designing enterprise scale software systems.
 - Co-managed, managed, mentored and trained teams of up to fifteen people.
 - Participated in technical due diligence process facilitation.
 - Developed a “Value and Result Focus Process”¹ used in team performance facilitation.
 - Participated in development teams ranging in size from one to one hundred developers.
- ❑ **Product Requirements and Functional Specification Development Skills**
 - Extensive experience communicating with business stakeholders and domain experts.
 - Ability to work within defined guidelines and processes.
- ❑ **Design and Modeling Skills**
 - Extensive experience using various Entity and Object based modeling methodologies.
 - Neuro-linguistic based Expert Performance modeling skills.
 - Experience with Object Database systems (Gemstone, Postgress).
- ❑ **Programming Expertise**
 - Computer languages including: C, C++, Objective-C, Java, PERL, JavaScript, FlashMX, SQL, LISP, Smalltalk, Self, Io, Unix Shells (sh, bash, csh, tsh), Regular Expressions, Forth, PostScript, PHP, and Assembly Languages (6502, Pentium, AMD64, PowerPC, PA-Risc, Itanium).
 - Internet/web-related protocols: low-level TCP/IP stack (TCP, UDP, and ARP) through higher-level protocols such as FTP, SSH, SCP, HTTP, Web Forms processing, and VoIP.
 - File formats including: (X)HTML, CSS, XML, PDF, PostScript PS, EXE, GIF, and PNG.
 - RDBMS expertise including; Oracle, MS SQL Server, Sybase, Cache, PostgreSQL, and MySQL.
 - Web app kits including extensive work with Apple's WebObjects framework and tools.
- ❑ **System Configuration and Administration Skills**
 - Extensive system administration skills with Unix and Microsoft Windows operating systems, including management of mission-critical production systems.
 - Expertise with Unix systems including: FreeBSD, OpenBSD, Sun Solaris, HP/UX and Linux.
 - Expertise in designing fault-tolerant architectures, including distributed, redundant and cluster-based systems.
 - Skilled at system security design, firewall customization, security protocols, algorithms and tools including: SecurID, SSH, SCP, SSL, MD5, TTL, vulnerability assessment tools, Ethereal, Snort, TCPDump, sniffers, and Tripwire.
- ❑ **Testing, Debugging and Diagnostic Skills**
 - Experience with automated testing tools, regression testing, and unit testing in development, test and production environments.
 - Experience diagnosing and debugging systems and programs from the lowest machine details to component and systems interactions.
 - Ability to identify software behaviors and classify features and defects according to their characteristics, urgency, and priority levels.
 - Developed techniques to validate software, including building validations into the software.

EDUCATION:

- Diploma in Systemic Neuro-Linguistic Programming with a specialty in Systems Analysis from Erickson College (Vancouver, BC, Canada).
- Equivalent of Bachelors Degree in Computing Science recognized by USA Immigration.

AWARDS:

- Won the Consumers Electronic Show’s “Best Hybrid Video Game Award”, 1985, for “Gemstone Warrior”.

¹<http://www.ActiveInfo.ca/process>