

# Jotham Read

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SKILLS	Senior Software Developer, Development for Multimedia and Network applications, System administration, Project Management.	
	Flash Actionscript, Python, Java, C#, PHP, VB, Javascript.	
	Administration of Linux / Windows / MacOS, PostgreSQL / MySQL / MSSQL, Vim / Eclipse / Visual Studio, GIT / SVN / VSS.	
KEY PROJECTS	Load balanced Video Transcoder	
	Created a scalable video processor that supported a wide variety of formats. I designed and built a pipeline between Flash AS3, PHP, and Python that allowed a web application to describe and dispatch a variety of video processing tasks. The cluster was monitored and controlled using a custom Twisted server, and included a FMS/RTMP streaming media server that provided users near real time interaction with their video.	
	SMS Gateway and Moderation tools	
	Wrote a set of tools in Flex and C# to allow Flash interactive software to receive SMS data through a GSM modem. Using Flex I built an easy to use touch-screen moderation system that communicated with both Flash and C#.	
	Infrared Gestural Display and Data Visualiser.	
	Visually represented streams of real time data mined from many social media platforms, including Twitter, Blogger and live SMS traffic. Wii remote hacking was used to enable the users to navigate the data with hand gestures. Another version of this system was projected behind guest speakers at a trade show and it was also web accessible.	
	Flash/.NET based Children's Social Media Website	
	Produced an AS 2.0 application framework that allowed easy integration of Flash software made by many vendors. These applications were provided with a standard social media API, resource loading, persistent data storage and peer to peer functionality. I wrote a comprehensive support library that included among other things a 3D engine. I also built a library for communicating with a .NET web services layer and wrote an easy to use unit testing suite for it.	
	Golf Ball Tracking and Analysis Software	
	Built a prototype to demonstrate the use of computer vision to enhance the fun and competition of golf driving ranges. I wrote camera management software, ball recognition software, and networking software to handle the many gigabits of image data. I built a load balanced image processing system and an API to allow the other developers to integrate a UI into the software. This software was written in C++, with Macromedia Lingo for the UI API.	

WORK HISTORY	<p>Freelance Programmer</p> <ul style="list-style-type: none"> <li>• Ascertained the needs of clients</li> <li>• Provided risk assessment and technical oversight</li> <li>• Accurately budgeted and estimated project risks and costs.</li> <li>• Worked with international clients including clients in Taiwan, France and Sweden</li> <li>• Maintained and administered my own small business</li> </ul>	<p>April 2010 – Present Global</p>
	<p>Click Suite Programmer</p> <ul style="list-style-type: none"> <li>• Lead team developer of multiple products from creation to finish</li> <li>• Accurately budgeted and estimated project risks and costs for other developers</li> <li>• Built a number of tools and support products to improve company and developer efficiency</li> </ul>	<p>2004 – April 2010 New Zealand</p>
	<p>Globalosity BV. / Pretection BV. Programmer</p> <ul style="list-style-type: none"> <li>• Played a key role in the design and development of core company products, including: <ul style="list-style-type: none"> <li>○ Linux / Apache / Javascript precursor to comet</li> <li>○ Flash and XML based interactive user environment</li> </ul> </li> <li>• Integrated Flash into an extensive multilingual content management system</li> <li>• Improved the Quality Assurance of the organisation</li> </ul>	<p>2000 – 2002 Netherlands</p>
	<p>Click Suite Programmer</p> <ul style="list-style-type: none"> <li>• Designed and built a multi-user online game. This included 3D engine, physics simulation and P2P gameplay</li> </ul>	<p>1999 – 2000 New Zealand</p>
OTHER SKILLS	<p>Developer team leadership. Strong familiarity and sound comprehension of Design / Advertising agency processes. Excellent written, oral and organisational skills. Capable of rapidly developing a working knowledge of new technologies.</p>	
EDUCATION	<p>Western Institute of Technology Diploma of Art majoring in Interactive Media</p>	<p>1997 – 1998</p>
PERSONAL WORK	<p>I actively enjoy building visual toys and computer graphics software in a variety of technologies, including Cinema 4D, OpenGL, MAX/MSP and Processing. I have been a guest lecturer and have taught a number of classes on programming Flash and Processing.</p>	
REFERENCES	<p>Available on request</p>	