EDWARD PATEL

SUMMARY OF SKILLS

Experienced in software design at lower protocol, platform and application levels.
Experienced in software design for real-time systems in distributed environments.
Broad experience of computing and software development on a variety of platforms.
Broad experience of telecom & internet applications, infrastructure and technologies.
Experience in modeling & simulation technologies, design and implementation, standards and interoperability.
Experienced in project management at operational level.
Extensive experience interacting with customers on technical matters.
Self-driven and result-focused with experience of working across the whole development process.

KEY ASSIGNMENTS

DYNAMO   **2016 – current**
Lead iOS Developer
Participated in several iOS project. From debugging older apps to participating in app design to programming and releasing new apps. Projects has ranged from AR driven apps to POS payment solution.

Mag+   **2014 – 2016**
Lead Mac developer and System Architect for Semble
Architect and Lead Mac developer for Mag+ new product Semble, a tool for easy app creation for content apps on smartphones.

Spotify   **2013 – 2014**
Mac/iOS developer
Support and maintaining legacy desktop Mac client. Participating in development of the next generation desktop client. Selected the Desktop team after Tunigo got acquired because it felt more challenging and in more need of help. Later transitioned to the iOS team.

Tunigo   **2012 – 2013**
Head of Mobile Applications
Feature development and debugging of the initial iPhone app. Made major performance improvements. Implemented JNI bridge for libspotify on Android. Planed recruiting for a mobile development team (got acquired before could be created). Also created a mock up of a planed iPad version.

Mag+   **2011 – 2012**
Lead iOS developer
Support and maintaining legacy code base. Improving system workflow and customer experience. Leading iOS team of two developers other than me. Preparing the re-write of iOS code base and planning first part of project involving a new magazine reader on iPhone, also created mockups as design contracts.

FLSC/FOI   **2009 – 2010**
Porting from SGI to Linux
Porting of combat flight simulator from Silicon Graphics to Linux. Main part was porting a radar operator control and command station.

Memention AB – in-house   **2008 – 2009**

iPhone development
Design and implementation of eight iPhone programs available at App Store. MemeDots, Clara, Chess Game, Sthlm C, iSpinBottle, Eagle, Go Shirt and Tires 3D.

FLSC/FOI   **2007 – 2008**

Porting from SGI to Linux
Design and implementation of a new build system and porting of simulator from Silicon Graphics to Linux.

DIS features
Design and implementation of added radar functionality for DIS connectivity in preparation for live training with AFRL.

HLA features
Implementing tools for simulator of airborne radar station Link16 data over HLA.

Norway study
Participating in setup and feature integration for simulation study made for Norway.

NTN preparation
Technical advisor for setup of a National Training Network for realtime distributed simulations.

Saab Systems AB   **2006 – 2007**

Network Protocol Simulator
Adaption of a universal protocol simulator (XSim) for a specific XML based protocol to be used for development and verification.

CAN Bus Simulator
Adaption of a universal protocol simulator (XSim) for a CAN bus based protocol to be used for development and verification.

HLA Bridge
Implementation of a HLA bridge to be used at a simulation facility integrating a tactical C2 system.

FLSC/FOI   **2006**

HDD Recording and Playback
Design and implementation for recording and playback of flight simulators Head Down Display in realtime

Connectivity for HawkEye
Design and implementation of connectivity from current simulator running on Silicon Graphics to HawkEye on Windows for realtime presentation

Presentation symbols in HawkEye
Implementation of new symbology for various information items in HawkEye

Memention AB – inhouse   **2005**

Webservice
Design and implementation of a prototype for a webservice

FLSC/FOI   **2005**

HawkEye playback distribution
Design and implementation for distributed playback of recorded simulations to multiple HawkEye programs

Teligent AB   **2005**

Various system maintenance
Design and Implementation of methods to extract information for internal status in runtime. Also debugging of various components

SNMP Toolkit
Implementation of an easy to use SNMP toolkit for use in a next generation platform

FMV   **2005**

Demo system
Implementation of an interface between a commercial flight simulator (X-Plane) and Merlin (a model API used at FOI) for a public presentation of Merlin

FLSC/FOI   **2004**

HawkEye – presentation application
Design and implementation of a presentation application to playback recorded simulations performed at FLSC.

Teligent AB   **2003 – 2004**

Performance measurement infrastructure
Design and implementation of a distributed performance measurement infrastructure in the Teligent P90/E platform
Implemented PM protocol to Workstation in Java
IVR application change request
Implementation of customer change request in Teligent IVR (Interactive Voice Response) application
Configuration server
Design and implementation of a configuration server for the Teligent P90/E platform
MVPN Dual Site Pre-study
Pre-study of "dual site" database mirroring solution for Teligent Mobile VPN application.
MySQL database replication daemon
Design and implementation of parts of a synchronous MySQL database replication daemon. Cluster-like, fault-tolerant solution that may be used in WAN environments with little or no impact on existing database (MySQL) access components.
Used as base for Teligent MVPN application "dual site" solution.

FLSC/FOI   **2001 – 2003**

Simulator Access Database
Design and implementation of a database for measuring the simulators accessibility
HLA
Design and implementation of a module to make the simulator HLA compatible
PC Dome prototype
Design and implementation of an alternative Out-The-Window (OTW) module capable of running on a cluster of PC's generating up to 8 video channels in a dome configuration.
Simulator Modules
Various improvements in the simulators distributed modules

izaXon AB   **2002**

PalmOS development support
PalmOS development advisor and example code

mi4e AB   **2000 – 2001**

WAP Gateway
Porting of ThunderWAP from Windows to Linux and integration into Apache
OTA Component
Research, design and implementation of a Over-The-Air (OTA) configuration setup component for mobile phones

Primate Systems Inc.   **2000**

Commercial Products
Design and implementation of MonkeyLogo, MonkeyTone and MonkeyCard. PalmOS programs for sending Operator Logos, Calling Group graphics, Ringtones and Picture Messages to Nokia Mobile Phones

FLSC/FOI   1999 – 2000

User interfaces
Various changes in the user interfaces

Simulator Modules
Various improvements in the simulators distributed modules, specially the Out-The-Window (OTW) and Simulation Viewer (Scvis)

Device Driver
Implementation of a device driver for fast PCI A/D acquisitions for the flightstick

Software Engineering
Software Engineering advisor

Teligent AB   1999

Service creation
Public Telephone Network service creation. Voice Messaging service for a UK based PTN provider

Ericsson Saab Avionics AB   1999

Radar Operator Simulator
User interface improvements of a Radar Operator Station in a distributed flight simulator system

Nokia Multimedia Terminals AB   1998

Nokia Media Master
Implementation of configuration and a system message display for the set-up box embedded ARM system

Clarus AB   1995 – 1998

Virtual Showroom
Design and implementation of a distributed Virtual Showroom

Tank Simulator
Design and implementation of first version of a Leopard-2 tank simulator
Design and implementation of second version of a Leopard-2 tank simulator

TRaCS
Software engineer and system designer in the TRaCS project, a Joint European Project aiming at the design of a low-cost truck and coach simulator

StorSim
Software engineer and system designer in the StorSim project, a truck simulator at Stora Holm/Gothenburg

Simulators
Implementation of various simulations for demonstration
Modeling using MultiGen/ModelGen

Consulting
Assisting with simulator integration with DIS at FFA
Assisting with simulator integration with DIS at Ericsson Saab Avionics
Assisting planning and design of FLSC (www.foi.se/flsc) a multi-manned simulation center for air-to-air combats

Teligent AB   1993 – 1995

Service and Management (SMS-90)
Design and implementation of the Report Generator (REPGEN)
Design and implementation of the Database Handler (DBH)
Design and implementation two External Communication Processors (ECP)
Overall design of SMS-90 and project manager of the SMS-90 project

Sectra AB   1992

FKK crypto device
Design and implementation of AppleTalk in an embedded system for telecom crypto.

Design and implementation of a Macintosh application for debugging and testing an embedded system for telecom crypto.
Debugging and enhancement of a stand-alone crypto application for Macintosh.

EDUCATION

1992	Degree of Master of Science in Computer Science

TECHNICAL SKILLS

Programming Languages:	Assembler, Ada, Basic, Pascal, Object Pascal, Java, Forth, Lisp, Scheme, Visual Basic, ASP, C/C++, SQL, Objective-C, Swift
Platforms:	Mac OS X, Linux, Irix, Windows, DOS, VAX/VMS, Sun Solaris, Teligent P90/E, PalmOS, PocketPC, Arduino, Raspberry Pi
Dev. Environments:	GNU Tools, Cygwin, CVS, SCCS, Perforce, Subversion, Git, Gerrit, Jira, TeamCity, Podio, CMake, Visual Studio, XCode, RapidApp, Qt, Vega, MPW, ET++ , Symantec C++, MS Access
Protocols & Formats:	TCP/IP, AppleTalk, HTTP, WAP, SMS, T3SIM, HLA, DIS, JSON, XML, HTML
DBMS:	Oracle, MS Access, MySQL

LANGUAGES

Swedish (mother tongue):	Fluent
English:	Fluent

PERSONAL INFORMATION

Nationality:	Swedish
Marital status:	Married with two children
Date of Birth:	4th of February 1967

CONTACT INFORMATION

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REFERENCE INFORMATION

Supplied on request.