

Tomas Stenarson

SUMMARY OF SKILLS

Experienced in advanced distributed software systems including design and implementation of core functionality and application levels. Deep knowledge in the modelling and simulation domain; design and implementation, standards and interoperability.

Experienced in computing and software development mainly on UNIX platforms, e.g. Mac OSX, Linux, Irix, Solaris, and mobile platforms iPhone/iPod Touch. Involved in the complete development process from requirements through design and implementation to final release and deployment at customer site.

Fast learning, self-driven and result focused.

KEY ASSIGNMENTS

University of Oslo

2008 – 2009

Development of applications for iPhone/iPod Touch. These applications is part of the concept studies performed in a number of research projects at the Department of Media and Communication. The work consist of design and implementation, feasibility tests and platform performance testing. The development is performed with Xcode developer tools and Unity – a game development platform.

FLSC/FOI

2006 – 2009

FLSC – The Swedish Air Force Air Combat Simulation Centre, a facility used for training of fighter pilots and studies of new tactics and technologies. FLSC uses T³SIM – Training and Tactical/Technical Development Simulation System, developed in co-operation with Saab Systems AB. T³SIM is developed in C/C++ mainly, running on a mix of SGI IRIX, PC Linux and PC Windows environments.

Link 16 over HLA

Design and implementation of a Link 16 HLA interface. HLA – High Level Architecture, a modelling and simulation standard to enhance reusability of simulation models.

DIS – Distributed Interactive Simulation

Design and implementation of a DIS interface.

UCAV – Unmanned Combat Air Vehicle

Implementation and integration of a (simulated) UCAV.

“World-Wide” Simulated Environment

Dealing with problems related to e.g different spatial reference models.

Saab Systems AB

2005–2006

Design and implementation of functionality in T³SIM.

DIS – Distributed Interactive Simulation

DIS interface for FLSC, targeting a cross atlantic simulation execution.

IHS – Head-mounted targeting system

For new weapon systems to be integrated at FLSC.

Link 16

Integration of a Data Link Processor for use at Saab Capability Development Centre.

PCIG OTW

Integration of a PC-based image generator for Out The Window presentation.

- Teligent AB** **2004 – 2005**
- SFE Server**
 Signalling Front End Server for configuration and management of ISUP signalling stack.
 Implementation in Java and Corba.
- MVPN Dual Site**
- Project technical documentation (Requirement Specification, System Specification, System Configuration)
 - Implementation of an improved alarm handling strategy
- Application Performance Measurement**
 Implementation of performance measurement in the application layer on the Teligent P90/E platform.
- Memention AB – inhouse development** **2004**
- HLAXP – X-Plane Goes HLA**
 Design and implementation of an HLA interface for the commercial flight simulator software X-Plane.
- SaabTech AB** **2003 – 2004**
- Saab Avionics AB** **2001 – 2003**
- Ericsson Saab Avionics AB** **1998 – 2001**
- Development of new functionality as well as maintenance and customer support for T³SIM.
- Stereo Vision**
 Implementation of scenario visualisation software to provide stereo vision using a Head Mounted Display.
- Head Down Display**
 Development of new Head Down Displays for adaption to Gripen colour displays.
- HLA interface**
 Lead developer at Ericsson Saab Avionics for the HLA interface providing the bridge for an interoperability simulation between Sweden and USA.
- Mission Planning Tool**
- Breakpoints, targets, refuelling positions
 - Time calculations
 - Fuel consumption calculations
- Combat Command and Control**
 Implementation of new functionality in a simulated Combat Command and Control station:
- Improved radar station simulation
 - Mission planning functionality
- System Validation and Verification**
 Performing validation and verification of the complete simulation system at development and customer site.
- Software Configuration Management**
 Multi-site environment.
- System Administration**
- License and support administration of third party software and hardware
 - Software and hardware maintenance and upgrade
- Team leader/lead developer for all T³SIM HLA related projects**
- Feasibility studies, performance testing and prototype development
 - Simulation system architecture design
 - Design and implementation of core framework software

EDUCATION

1995 - 1998	Master of science in Applied Physics and Electrical Engineering , Linköping University Institute of Technology Branch of studies: Signal and Image Processing Thesis: Co-ordinated Motion Control and Guidance with Active Stereo Eyes (performed at Nanyang Technological University in Singapore)
1993 - 1995	Bachelor of science in Electrical Engineering , Linköping University Institute of Technology

TECHNICAL SKILLS

Programming Languages:	C, C++, Objective-C, Cocoa/Cocoa Touch
Platforms:	FreeBSD, SCO Unix, Linux, SGI Irix, Sun Solaris, Mac OS X, Win32, iPhone/iPod Touch
Dev. Environments:	GNU Tools, Cygwin, CVS, Perforce, Subversion, XCode, MIPSpro
Standards:	DIS, HLA, UML

LANGUAGES

Swedish (mother tongue):	Fluent
English:	Fluent
French:	Basic

PERSONAL INFORMATION

Nationality:	Swedish
Marital status:	Common-law spouse
Date of Birth:	20th of February 1973

CONTACT INFORMATION

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REFERENCE INFORMATION

Supplied on request.