Saturday, June 16, 2018

R E S U M E

Robin Pearse

Over forty years of experience designing, coding, documenting, and managing computer information systems. Published author. Movie maker.

Education

- <u>Bachelor of Science</u>. Engineering Mathematics, University of Arizona, Tucson Arizona.
- <u>Honors Graduate, US Air Force Computer Information School</u>, Sheppard AFB, Texas.
- <u>Master's Degree</u>. Higher Education, Counseling & Guidance, University of Arizona, Tucson Arizona.

Computer Languages, Methods, & Approaches

- PHP,Assembler, Java, Java Server Pages, FORTRAN, COBOL, BASIC, Pick, C++, AJAX, HTML, CSS, Javascript, **SQL** (Access, MySQL, ORACLE), Web Services, GOOGLE API Interfaces, Mobile Devices

Publications

- Master's Degree Thesis
- Vehicular Ocular Counter-Roll (Technical research paper - collaborative scientific research project – United States Air Force)
- Coming Together or the Myth of the Mutual Orgasm. Novel.

Summation of Professional IT Experience (earliest to latest)

United States Air Force.

Scientific programmer. Created and wrote compiler for a high-level language called PLAGUE to replace complicated assembly language display system. Designed and programmed war games, post scenario damage analysis, wrote analog to digital data capture and display systems. Spent time at Air Force Systems Command studying the effect of aircraft combat maneuvers on rapid eyeball movement (research team subsequently wrote and published findings).

University of Arizona.
Programmer/Analyst & Project Manager. Developed large IBM mainframe based computer systems including human resources, payroll, student information, and financial applications. Developed system requirements based upon extensive end-user interaction. Wrote technical specifications and user guides.

University of Southern California.
Director of Information Technology and Telecommunications. Had overall responsibility for all university information technology and telecommunication systems. Designed and wrote a software development tool (TOADS) that was used to efficiently build all university information systems. Led migration of the university from IBM mainframes to a network of online, Prime-Information mini-computers. In five years, cut the university's information system operating budget in half. At the end of five years over 4,000 on-line computer workstations had been installed campus wide. Responsible for short and long term planning, budget, personnel, system development and deployment, user training, and information security. After leaving the university as a full-time employee, was later hired as a consultant to build a software foundation (library of classes and methods) for migrating on-line systems to the web.

Duke University.
Director of Computing. Responsible for development and sustainment of administrative computing systems. Worked with closely with the faculty to implement a state-of-the-art computing infrastructure for academic research and education. New concepts such as SQL databases, the internet, email, powerful personal computers, and emergence of high-speed networks and interconnectivity were the primary challenges addressed.

ERA Software Systems.
One of the founders and lead engineer for a commercial company that specialized in web-based grant & contract systems for major research universities. In charge of all phases of system development, implementation, documentation, and user training. Systems were web-based and implemented on servers local to each institution.

Missile Defense Agency.
Senior Systems Engineer. Part of the design and implementation team responsible for the Command & Control Battle Management information system (C2BMC). C2BMC is a worldwide, networked, Warfighter system connecting space-based and ground radar sensors with a variety of missile interceptor fire-control systems. The capability provides 'missile event' situational awareness and intercept capability to Warfighters deployed around the world. Configuration uses multiple SUN servers chained together to provide the necessary compute power. Remote, server generated messages are channeled (via high-speed, wide area network) to local data concentrators that provide local-area-network data distribution to user work-stations. Directly connected work stations are used along with web-based application running over a world-wide secure internet. My role includes system design,

extensive writing in development of requirements, specifications, leadership briefs, training manuals, and post-test performance analysis.

Most recently I am working as the lead architect and software engineer for a new project to tap into detailed missile-event (server-to-client-messaging) to populate a new SQL database for missile-event reporting and analysis.
I have designed and coded the system using Apache/Tomcat, Java Server Pages, HTML, CSS, and Javascript using MySQL as the database. The system provides an extensive web-based front-end that allows flexible reporting, charting, and analysis of missile events.

ADB Krafter (Sweden).

For over thirty years have worked as a contractor with ADB Krafter as **a programmer, system** architect, and advisor. Helped migrate ADB Krafter from IBM mainframe based systems to on-line mini-computer based systems. Trained ADB Krafter personnel in the use of TOADS, the development productivity tool developed at the University of Southern California. Over the years have worked closely with Kjell Lind, company president, to develop new products that take advantage of evolving technologies (internet, mobile devices, cloud-computing, etc.). Over the years, helped ADB Krafter with editing written material with a focus on proper translation of Swedish to English.

Written Products
Published novel, system requirements & specifications, user guides, leadership briefs, Powerpoint presentations, white papers, planning documents, Master's Thesis

Media
Accomplished movie maker using Adobe video editing products including After Effects, Adobe Premiere Pro, Photoshop, and Premiere Pro.