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Date of birth : July 15 1972  
Place of birth : Reims, France  
Marital status : married with two sons  
Nationality : French



## Human centered design consultant and software engineering expert

As a **senior consultant** , I am accustomed to handling pluridisciplinary teams in order to find concrete, solid, original and human centred software solutions. As an **experimented software developer**, i can create prototype / version 0, and conceive and specify complex software architectures. I am willing to work on mission abroad for sessions up to few weeks .

### Management experience :

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**2006 -** Creation of Lightmediation SAS, digital images light mediator ; founding associate.  
**2004 - 2006** Manager of CAP, information valorisation agency.  
**2002 - 2006** CEO of Metamining SA, offshore software engineering, Sofia - Bulgaria.  
**2000 -** CEO of Metapages, mulitmedia software engineering services provider.  
Imagofabrica Workflow System, imaging solution editor  
**1994 - 1998** Business developper at A3C.

### Teaching experience :

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**2004 - 2007** Associate Professional lecturer at Toulouse II le mirail University.  
Taught design sciences and production processes for 1st and 2nd master degree students.  
**2003 - 2004** Supply teaching post Toulouse II le mirail University.  
Taught object oriented software engineering to 2nd master degree students  
**2001** Supply teaching at the "Conservatoire National des Arts et Métiers" (CNAM)

### Research activities :

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**2008 -** Praxis-environnement : subcontractor of the Toulouse research institute in computing sciences (IRIT) research on mixed interactive systems evaluation.  
C.A.R.E - National agency of research (ANR) research on augmented reality techniques applied to the cultural domain.  
**2005 - 2006** Protopraxis : "transform the content to experiences" research on design process methods for interactive experiences in museums.  
**2003** "Ritournelle" patent : methods invocation flow's recording system.  
**2002** "Teleductus" start-up project with Motorola R&D team.

### Education :

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**1996 - 1999** Phd studies at Paris I Panthéon-Sorbonne.  
**1995 - 1996** Master 2 degree, in art science, honors distinction, Paris I Panthéon-Sorbonne.  
**1994** Master 1 degree, honors distinction, Paris I Panthéon Sorbonne.

## Software engineering

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Since 1984 I've been studying procedural languages (Pascal, Logo, Basic). From 1997 I've explored intensively object-oriented programming applied to automatic natural language treatments; advanced multimedia and hypermedia projects or experimental generative systems. In 1999 I became a professional software engineer, and started to collaborate on distributed architectures mixing heterogeneous topologies and technologies. I then discovered the services-oriented architectures (S.O.A) and specialized in human computer interaction (HCI) and human centric design. I've applied multi-agents' strategies and component-oriented architectures on projects for consumers and business end users. I've capitalised on solid experience in construction and industrialisation of localised international products.

## Environments

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**Development environments** : Flex Builder, Zend Studio, Flash, Eclipse, Director, netbeans, versioning & issue management tools.

**Frameworks** : AIR, prototype, scriptaculous, Cairngorm, Zend-framework, iphone SDK.

**Languages** : Action script 3.0, JAVA J2EE Lingo, XHTML, DHTML, Javascript, XML, PHP, Objective C, CSS.

**Others** : Final cut pro, Dvd Studio Pro, Soundtrack Pro, Open Office, Keynote, Excel, Photoshop.

**Operating systems** : Mac OS X, Windows, Debian Gnu Linux, Unix - Posix.

## Key projects:

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| <b>2009</b>        | Conception and development of audio-video feed back kiosks to analyze the quality of experience of interactive installations public users.<br>Studies and prototype for a major international museum, for a context aware content delivery system built on the top of a distributed sensing network. |
| <b>2008</b>        | Development of musical inference engine based on expert radio rules + global technical architecture design for a start-up.   |
| <b>2007</b>        | Development of a drinking-water simulator in an instrumented mobile truck  |
| <b>2006 - 2008</b> | Conception of Lightmediation, push oriented photo stories light mediator   |
| <b>2004 - 2005</b> | Re-engineering of the production chain of a multimedia product connected to real time data flows for an international news agency.   |
| <b>2002 - 2008</b> | General conception of Imagofabrica Workflow System more specifically the webified visual programming tool.   |
| <b>2006</b>        | Development of an edutainment product to teach English available in seven languages for a worldwide entertainment company.   |
| <b>2005</b>        | Development of an intuitive image transmission agent using FTP.  |
| <b>2002</b>        | Conception of an adaptive FTP industrial push system for indirect sales of an international image agency.  |
| <b>2001</b>        | Study of the network inter-connection of more than 10 000 kiosk application for a European leader of touch screen game terminals. Study of the industrialization of the production methods.  |
| <b>2000 - 2001</b> | Design and development of an S.D.K for an e-learning project for the salesforces of a major car manufacturer (120 cd -roms in 20 languages)  |
| <b>2000</b>        | Digital printing laboratory backoffice process industrialization.  |
| <b>1999 - 2000</b> | Development of an e-learning system to assist English language learning for the flying crew of an international airline company.   |

## Languages

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**French** : native speaker.

**English** : working knowledge.

**Spanish** : basic working knowledge.

## Centres of interest

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Philosophy, cognitive science, distributional intelligence, knowledge management and e-learning, systemic complexity, artificial intelligence, usability, human computer interaction (HCI), interactivity & generativity.