

David Goldfarb

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Seeking exciting and challenging technical collaborations and joint ventures for myself and the Degel technical team.

David Goldfarb has been developing commercial software since 1981. He is an expert C++, C, Java, and Lisp programmer, intimately familiar with all the major mobile and desktop development environments.

As founder and president of Degel Software Ltd., David manages a team of world-class programmers, bringing decades of coding and UI talent to bear on solving clients' problems.

A networking expert, David has been developing Internet software and protocols since he was a student at MIT in 1980 and led technical development at 2AM Inc., the producer of multi-player Internet games.

A native English speaker, David is also an experienced writer. He edited and published *The GUI Bits*, a newsletter for Windows developers, and previously wrote *OS/2 News*, a monthly newsletter for OS/2 users. He is also a book reviewer for ACM's *Computing Reviews* magazine.

Personal Career History

Degel Software Ltd.

Beit Shemesh, Israel

[2001 to present, 1988 to 1996] Founder and President of Degel Software Ltd. a software development services company. Manages a team of top-notch expert software developers and designers. The Degel *SWAT Team*, known for "solving the unsolvable," has assisted major companies such as **Orange UK**, **Sun Israel**, **ICQ**, and **Intel** as well as many notable smaller companies. (See *Degel Client Successes* below).

2AM Development Ltd.

Kibbutz Tzora, Israel

[1996 to 2000] Founder and VP Technology. Directed and developed 2AM's core technology, 2AM CREATION®, an engine which supports all aspects of massively distributed Internet applications, including a scripting tool and an online run-time environment. Led development of Creation from an initial prototype to a system used by more than 250,000 users.

Technical responsibilities include design and implementation of the development substrate and runtime environment; optimization and code efficiency; graphical substrate; 3rd-party tools integration; and platform portability issues. Responsible for converting Creation from a simple distributed game engine to a complete system to address the needs of massively distributed applications.

Other responsibilities included strategic and technical direction, team management and growth, patent coordination, contract negotiation, presentations to investors and partners, and authoring of white papers.

International Lisp Associates (ILA)

Cambridge, MA

[1986 to 1988] Principal and co-founder of ILA, a consortium of Lisp software engineers. Projects included an image processing software testbed and a symbolic mathematics package.

Symbolics

Cambridge, MA

[1981 to 1985] Member of the technical staff. Member of the team that developed and expanded the Symbolics Lisp software environment. Personal responsibilities included the *Command Processor* (a user-friendly front-end to the Lisp Machine), major components of the Window System, embedded-language and parser technology, and a spreadsheet program based on constraint-propagation.

MIT Laboratory for Computer Science

Cambridge, MA

[1980 to 1981] Student research staff. Designed and implemented a window display package and interface to an experimental implementation of the TCP/IP network protocol suite that allowed Xerox Alto personal workstations to act as powerful terminals to computers on the Arpanet and MIT local networks.

Degel Client Successes

David Goldfarb and his team at Degel have created successes stories at their many clients. A few such stories are listed here; many more can be found at <http://www.degel.com/clients.htm>.

Orange Imagineering (Orange UK) Cambridge MA, USA

[2003 to 2005] Developed Push-to-Talk client for current-generation handsets. Worked with Nokia staff, pushing the limits of the possible.

Iambic Sunnyvale CA, USA

[2003 to 2005] Ported Iambic's Agendus Palm contact manager to Symbian OS UIQ. Our work for Iambic earned them a position as Handango 2004 Champion Finalist.

Electric Pocket Monmouthshire, UK

[2002 to 2003] Implemented a Symbian version of Electric Pocket's popular Palm OS BugMe! application. Steered both the technical and the design process to integrate the spirit of the Palm version and rich multimedia features of Symbian OS. Our work won Handango's 2003 Champion Award for best Symbian Productivity Application, and became the subject of a Forum Nokia case study.

Sun Israel Herzliya, Israel

[2001] Ported the J2ME and graphics subsystem to several handheld devices; doubled performance of the MIDP graphics reference implementation; and created a platform-independent graphics substrate.

AOL – ICQ Mobile Tel Aviv, Israel

[2001 to 2003] Created ICQ instant-messaging clients for a variety of handheld devices and mobile phones running J2ME and the Symbian operating system. Later, converted these applications to support AOL's AIM instant-messaging, replacing AOL's unsuccessful internal attempt to create these clients.

Intel Israel (DSPC) Tel Aviv, Israel

[2001] Conducted cost/benefit analysis of porting a large Windows application to wireless platforms.

GEO Interactive Givataim, Israel

[1996] Enhanced GEO's Emblaze engine. Directly responsible for optimizing Emblaze to make it fast enough to be a useful product, and lead to the publicly traded Emblaze Corporation.

Q Multimedia Or Yehuda, Israel

[1995 to 1996] Developed VBX controls and Windows extensions to enhance Q's line of multimedia applications. Enabled Q's VB-centric technical staff to create applications that would have been impossible.

HBOC Pegasus Medical Systems Jerusalem, Israel

[1993 to 1995] Championed and spearheaded a rewrite of the company's software, directly leading to the timely completion of the SMR product and eventual purchase of Pegasus by HBOC Medical.

Responsible for the imaging component of a Windows-based Medical Information Management System and for the design and implementation of in-house software development tools and components, including several Windows DLL and VBX modules. Also served as a technical resource for the company's programming staff, responsible for explaining development techniques as well as gathering relevant technical news and presenting it to the rest of the company.

Basis Technology Boston MA, USA

[1992 to 1996] Worked with this Japanization/localization firm on many projects, both for their in-house use and for their clients. Major projects included:

- ❖ For Pacifitech of Kamakura, Japan. Designed and prototyped a system for semi-automatic localization of Microsoft Windows software via runtime translation of user-interface strings. The techniques used worked even on 3rd-party programs for which no source code was available.
- ❖ For Language Engineering Corp. of Belmont, MA. Ported a commercial (shrink-wrapped) English to Japanese machine translation system from UNIX Motif to the Japanese and US versions of Microsoft Windows.
- ❖ For Electronic Book Technology (EBT) of Providence RI. Produced a series of tools to parse Japanese text into its constituent words.
- ❖ For Cognex of Needham, MA. Wrote a software tool to meter the execution speed of Visual Basic programs and a tool for the generalized management of multi-lingual string resources for use in Visual Basic and C++ programs.

MBT—Israel Aircraft Industries

Yehud, Israel

[1986 to 1992] Consultant. Responsibilities included the design and implementation of an image-processing and object-recognition software toolkit implemented on Symbolics Lisp Machines, software guidance of projects and prototypes produced on Symbolics and Texas Instruments Lisp Machines, and optimization of existing software systems. Sole designer and implementer of a Common Lisp implementation running under the OS/2 and iRMX operating systems and a toolkit to port Lisp Machine programs to these environments. Worked at MBT both as a direct consultant (1989–1992) and as an employee of Decision Systems Israel (1986–1989).

Baysoft

Cambridge MA, USA and Tokyo, Japan

[1989 to 1990] Implemented portions of an OS/2-based Paint/Draw program for Nippon Telegraph and Telephone (NTT), as well as an MS-DOS Windows based Options Trading training system and an Excel-based front-end for a networked client-server stock analysis program for a Tokyo financial firm.

Cape Systems

Ness Ziona, Israel

[1988 to 1989] Responsible for system optimization and integration as well as development of an inference engine for an expert-system back-end diagnosing hybrid circuits.

Tools and Technologies

Languages: Expert in C++, C, and Common Lisp; have also programmed in Java, Perl, VB, ASP, Basic, SAIL, SETL, Scheme and numerous other languages.

Environments: Expert in all versions of MS-Windows; J2ME, OS/2; DOS, Symbolics; have also developed or managed development under Linux, Unix, Symbian, EPOC, TI Explorer, iRMX, BREW, Palm OS, Alto, ITS, Twenex, and PDP11.

Tools: MS Visual C++, MFC, Borland JBuilder, Sun Wireless Toolkit, CVS, MKS, Bison, Yacc, Flex, Lex, DOS and Unix shell, CygWin, Emacs, Epsilon, TrueTime, BoundsChecker, and many others.

Education

Massachusetts Institute of Technology

Cambridge, MA

Bachelor of Science, Computer Science and Engineering, 1984.

Personal

Born in the United States, 1961. Moved to Israel, 1985. Dual US/Israeli citizenship. Married+2.

Member ACM and IEEE Computer Society since 1982.