

# Christopher W. Weiland

Chicago Area, Illinois

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Contact details available via email request.

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## Senior Technologist

A self-motivated technologist and creative problem solver with extensive experience in software product and infrastructure design and development, rapid application development and prototyping, new technology research, user interface and experience design, and project management. Experience across a broad range of technologies and platforms, including Web, wireless and interactive television. Proven record of accomplishment in system architecture and design, technology analysis, rapid expertise acquisition and business-technology integration, working with multidisciplinary teams and on self-directed projects. Extensive experience in start-up and early-stage companies with proven ability to work within and across domains.

### Core Competencies

- Software Product Design & Development
  - System Architecture
  - Creative Problem Solving
  - Rapid Prototyping
  - Technology Research & Strategy
  - Web, Wireless & Interactive Television Development
  - User Interface & Usability Design
  - Business - Technology Integration
  - Project Management - SDLC
  - Mentoring & Leadership
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## PROFESSIONAL EXPERIENCE

### EMMI SOLUTIONS, LLC • Chicago, IL

2005 - present

#### Software Architect

Responsible for software architecture and implementation of patient-facing interactive medical information education applications, content development and production tools.

#### Key Achievements:

- Architected and implemented Web-based tool suite for medical content and metadata production and management using Java and J2EE.
- Enhanced feature set, operational stability and reliability of Adobe Flash-based health care patient education and risk mitigation system.
- Architected and implemented interactive health care action message delivery application in Adobe Flash critical in generating new business in the medical payer space.

### INDEPENDENT CONSULTANT • Evanston, IL

2004 - 2005

#### Key Achievements:

- Designed and implemented live data collection and production application and test system for auto racing television broadcast enhancement in Java and C++.
- Designed and implemented working prototype of auto racing event simulcast application running on Nextel J2ME-capable mobile phones.
- Designed and implemented custom standards-compliant Web sites for businesses and non-profit organizations using XHTML, CSS, PHP and MySQL.
- Developed project plans and cost estimates that enabled clients to make informed technology-related business decisions.

### SPORTVISION, INC. • Chicago, IL

1998 - 2003

Vice President, Advanced Interactive Projects / Senior Architect

*Originally with Ignite Sports, which merged with Sportvision in 2002.*

Hired at founding of Ignite Sports to define, implement and manage system architecture. Responsible for analysis, evaluation and integration of new technology into the products and processes of the Interactive division, comprising the Internet, interactive television (iTV) and wireless lines of business. Responsible for the conceptualization, design and development of prototypes and advanced products. Worked closely with CTO to define company technology strategy, including establishing relationships with technology and business partners. Responsible for providing technical expertise, direction and proposal assistance to Business Development and Marketing for defining product strategy.

***Key Achievements:***

- Defined, specified and implemented system and application architecture for processing, manipulation, persistence and presentation of multiple live sports data feeds in Java using object-oriented and component-based design.
- Designed, developed and delivered RaceF/X broadcast enhancement server for NASCAR race qualifying television shows on Fox and NBC, using C++ and STL on Red Hat Linux. Fox Sports won a 2003 Emmy Award for the “NASCAR on Fox” show using this system.
- Performed technology and process analysis during the due diligence process for the 2002 merger of Sportvision and Ignite Sports, working directly with Ignite CEO, CTO and COO.
- Built and led a team of three software engineers to develop company’s new technology architecture and data processing system to specification and on schedule.
- Designed, developed and demonstrated product and technology prototypes to clients, including broadcasters, media companies, sports teams and technology companies. Products included interactive television, wireless and Web-based applications, as well as live simulcast and immersive experience applications, for the NFL, NHL, PGA, LPGA, NASCAR, Nextel, ESPN, Cablevision, Sony, Comcast, AOL, Motorola, TiVo and others. Assisted Business Development with proposal development.
- Co-authored patent for event-driven, content-triggered, personalized program notification system for interactive television. Led design and implementation of demonstration prototypes on UltimateTV and Sony/Cablevision iTV platforms.
- Led design and development of Web Services-based content production and delivery system and prototype interactive television applications leveraging this technology.
- Specified, designed and implemented client-server architecture and application for Web-based Major League Baseball live game simulcast for several MLB team Web sites, using Java Servlet and applet technologies.
- Designed and implemented dynamic wireless Web sites for Ignite Sports’ NFL and NHL customers. Performed user interface and usability research and testing for interface design on small-format, text-only, limited-bandwidth devices.
- Instrumental in integrating open source technologies into technology platform, significantly reducing costs.

**GROUPWORKS TECHNOLOGIES, INC. • Arlington Heights, IL**

**1993 - 1998**

**Senior Software Engineer**

Responsible for new product design and development, incorporating new technologies into products and consulting practices.

***Key Achievements:***

- Designed, implemented and shipped interactive Internet mailing list management and subscription service consisting of C++ Microsoft Outlook client add-in and Java Servlet-based dynamic Web-based server component.
- Designed and developed application framework, class library and dynamic page template system for custom Web applications in C++, enabling rapid development of cross-platform Web-based applications on Microsoft and Netscape servers.

- Designed and implemented Web-based health care patient discharge management system using custom Web application framework.
- Authored “OLE 2.0 Developer’s Handbook”, a series of articles on Microsoft Object Linking and Embedding (OLE) published in Windows Tech Journal magazine.
- Assisted development of Microsoft Visual C++ version 1.5 on Windows NT as consultant to Microsoft.

**SYMANTEC CORPORATION • Evanston, IL**

**1989 - 1993**

**Senior Software Engineer**

*Originally with The Whitewater Group, acquired by Symantec in 1992.*

Responsible for the design, development, enhancement and maintenance of *Actor*, a cutting-edge object-oriented programming language and software development tool suite for the Microsoft Windows platform.

**Key Achievements:**

- Researched, designed and implemented visual object-oriented rapid application development tools instrumental in Symantec’s acquisition of The Whitewater Group.
- Led design and development of ObjectGraphics class library version 1.1 for Actor, a cutting-edge object-oriented language and visual development environment for Windows.
- Contributed significantly to design, enhancement and implementation of Actor versions 3.0 through 4.1.

**BYAD, INC. • Schaumburg, IL**

**1987 - 1989**

**Software Engineer**

**Key Achievement:**

- Designed, developed and maintained PC-based electronic funds transfer systems on DOS and OS/2 platforms, with focus on user interface, PC-to-PC communication and EDI.

**EDUCATION**

**NORTHWESTERN UNIVERSITY • Evanston, IL**

Bachelor of Science in Computer Science, McCormick School of Engineering. Tau Beta Pi engineering honor society.

**SKILLS AND TECHNICAL PROFICIENCIES**

**Software Design**

System architecture, design and development of n-tier and stand-alone applications using object- and component-oriented techniques. User interface and user experience design. Rapid application development and prototyping. Creation and presentation of prototype and product demonstrations. Database design.

**Project Management**

Project planning, full software development life cycle (SDLC), including documentation and software configuration management.

**Communications**

Excellent written and oral communication and presentation development skills. Studied French and Japanese.

**Operating Systems**

Microsoft Windows and Linux; familiar with Mac OS.

**Languages**

Java, C/C++ (Microsoft and Gnu), Adobe ActionScript (Flash), Python, HTML/XHTML, CSS, XML, JavaScript, WML, RSS, SQL, PHP; familiar with Perl and Ruby.

**Technologies, APIs and Servers**

J2EE (JMS, JSP, JMX, Servlet, EJB), J2ME, JDBC, JUnit, Struts, Swing and AWT, STL, MFC, ActiveX, JBoss, Tomcat, Apache, Informix RDBMS, MySQL, Liberate Compact iTV, multimedia (audio and video), Internet protocols, Web standards, UML; familiar with Ruby on Rails.

**Tools**

Eclipse, Ant, Subversion, CVS, Microsoft Office Suite, Access, Visio and Project, Adobe Photoshop and Flash.

**INTERESTS**

Creativity, photography, music, technology, art, design, sports, cultures and languages, ancient history.