

Patrick Boyd

Software Architect

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Objective

To facilitate the development of web-based systems in order to increase connectivity and enhance communication, through the use of current web and multimedia technologies for maximum user accessibility.

Qualifications

- Operating Systems:** Windows Environment, *NIX systems, Mac OS (All versions)
- Software:** Photoshop, Flash, Dreamweaver, CS3, CS4, OmniGraffle, XCode, Parallels, VMware, Director, 3DSMAX, emacs, Moodle
- Languages/ Libraries:** OOP PHP 4&5, HTML, UML, JavaScript, YUI, jQuery, CSS, GD2, ImageMagik, SQL, ActionScript 2&3, OpenAMF, Java, Lingo, C, PERL, Objective-C, YUI, jQuery, Festvox
- Competencies:** Unix system administration, network infrastructure, LAMP stack, LDAP, Directory Server, apache administration, tomcat, svn, gpg encryption, bash scripting, cloud computing
- Standards:** Capable of developing according to current WAI and W3C web standards.

Work Experience

2008-Current Kognito Interactive – New York, NY

Lead Software Architect

- Lead developer in modular conversation simulation platform composed of separate runtime environment, content delivery portal, and content authoring portal.
- Streamlined collaborative workflow for creation of conversation activity content.

2005-2008 Avatar New York – New York, NY

Senior Programmer

- Developed a JavaScript/PHP API capable of real-time generation of PDF documents, and direct printer output, part of an AJAX based inventory management system.
- Developed a modular shopping cart, using OOP PHP, which is now utilized in all eCommerce projects.
- Developed a PHP based image manipulation class, for dynamic image creation.

2003-2005 Freelance IT Consultant – Metro Boston / New York

Programmer / Technician

- Provided end user support for both hardware and software in an office environment.
- Developed custom LAMP based solutions for email management, e-commerce, user collaboration, news & event tracking, event ticketing and social networking forums.

2003 Integrated Command Systems – Springfield, MA

Systems Technician

- Responsible for on site support and maintenance of Windows PC/ RS-485 computer systems custom designed for use in the maintenance and fueling garages of the MBTA. The system provides a garage-proof interface to control fuel pumps, and RFID based usage and maintenance data tracking for each bus.

Education

1999-2001 **University of Massachusetts** – Computer Science - Boston, MA

- Focused upon C programming and Java, system design, data structures, and hardware interfacing.

1997-1999 **Keene State College** – Keene, NH

- Computer Science Fundamentals
- Computer networking and network infrastructure

Awards

At-Risk: Identifying and Referring Students in Mental Distress

- 2009 Added to **SPRC/AFSP Best Practices Registry for Suicide Prevention (BPR)**
(*At-Risk is the first simulation-based training program to be included in this national registry.*)

The Investigator

- 2008 Bersin Learning Leader award in '**Vendor Excellence**'

Kognito's Human Interaction Simulation Platform™

- 2007 Bersin Learning Leader award in '**Vendor Innovation**'

www.bullseyetattoos.com

- 2007 "**Art Standard of Excellence**" from the Web Marketing Association
- 2007 "**Silver Winner Retail Website**" awarded by W3

Recent Projects

At Risk - Kognito's Human Interaction Simulation Platform™ Runtime <http://www.kognito.com/atrisk>

At-Risk is a web-based gatekeeper training simulation designed to teach faculty, staff, and RAs to effectively identify, approach, and refer students in mental distress. This is an implementation of the simulation platform 2.0 runtime, contained inside a SCORM conformant course player. It utilizes content created using the Dooplo authoring tool for the conversation activities.

- Runtime environment component
- ActionScript3 based rules engine, for simulated character personalities.

Dooplo – Kognito's Human Interaction Simulation Platform™ Authoring Tool

Conversation authoring portal, designed as the counterpart to the runtime environment, provides a modern approach to collaborative content creation. Different levels of development can be done simultaneously, with process reporting and document generation at key development stages. Generate and package demo builds including synthesized dialog and animation cues.

- Graphical tools for creating conversation dynamics, export to XML format for runtime playback
- LAMP stack, YUI, AJAX, JSON
- Server side integration with festvox & lame for speech synthesis
- OpenAMF interface to JBOSS Rules engine

Bullseye Tattoos – automated ecommerce site <http://www.bullseyetattoos.com>

An automated eCommerce website which sells, manages and distributes tattoo designs to consumers through a managed workflow including:

- CSV file importing of inventory
- Secure posting of credit card transactions to a payment gateway via CURL https.
- Completely automated commerce system, from purchase to delivery, all aspects handled by the web based commerce engine.

Natalia Nakazawa – Web based portal for managing site content <http://www.natalianakazawa.com>

Artist homepage, driven by a php/mysql backend that which allows user to upload high-resolution images from which thumbnails and web optimized files are generated. Artwork is then displayed in a categorically organized layout which permits property editing, re-ordering deactivation and deleting.

- Simplified workflow designed specifically for artists who want control of their website content.
- Automated Image generation using GD2 graphics library.