# Marc LeBrun

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***I deliver innovation.***

## Summary:

## I deliver innovation—to profitably delight users and customers—in a variety of roles: Advanced Technology Director: Manage labs, project leaders and brilliant individuals for Autodesk and Adobe in virtual reality, security, media, graphics, signal processing and programming systems; technology transfers, products, publications and patents. Engineering Manager: Responsible for software development (programming, QA, doc, release, support) products and services at Symbolics, Software Publishing Corp, Electrogig BV, McAfee Associates and Sonic Solutions. Social media, discovery and gaming web site for millions of users for Tagged.com. Managed hardware groups at Symbolics Inc. and Electrogig BV. Certified Scrum Master. Software Developer, Architect: Wrote thousands of lines of production code in Java, C++, Lisp, assembly and firmware. Also coded in JavaScript, Python, Ruby-on-Rails and many others. Work product deployed to super- and personal computers, devices, enterprises, high-traffic web sites, RESTful software services (eg LAMP, SQL/nonSQL, SaaS) and clouds (Amazon EC2/S3). Design and evolution of complex systems products across multiple releases (Symbolics, Siebel, start-ups). Scientist, Researcher, Communicator, Hacker: Staff in top research sites (Stanford, MIT, Xerox PARC). Published in signal processing and math journals (JAES, MAA, CMJ, JIS etc). Trustee of math foundation (OEISF.org). Prototyped original Apple Macintosh. Organize Tech Forums and public professional programs and Hackers conferences. Professional: Worked at all scales from start-ups to Fortune 50. Led teams of ~30+ reports, with site-scale responsibility for larger units (~70+) with international teams (Europe, Asia). Reported to C-level in four public companies (Symbolics, Autodesk, McAfee and Sonic Solutions) plus other CEOs, VPs and General Managers. Enjoy working with marketing, sales, product managers, consulting clients, customers and stakeholders.

## History:

### 2012—Present: Engineering Manager, Tagged Inc, *San Francisco, CA*

Reporting to CTO. Tagged.com is one of the top 10 social media, social discovery and social gaming web sites, with 300 million members and 20 million monthly visitors (comparable to LinkedIn or Google+). Developing new unified home, back-end technology and user-experience implementations; managing Search (Lucene/Solr) and related "Big Data Services" team; contributing experienced project management (Agile/Scrum), software development (TDD/FDD/unit testing) and mentoring perspectives and best practices.

### 2002—Present: Chief Technologist, Consultant, Principal, Fixpoint Inc, *Larkspur, CA &* Adozu Inc, *Cambridge, MA*

Principal in **Fixpoint Inc.**, a consultancy delivering advanced software engineering and management services to both mature enterprises and start-ups. Developed native Java (J2EE) constraint engine for object-oriented business process management in finance, mortgage and insurance, as well as deployments based on commercial business rules, OWL/Protégé, configuration and 3D graphics packages. Client engagements include Resonant Software, Tavant / Ameriquest, Ilog / Network Appliance, Wells Fargo Capital Markets and stealthy start-ups.

Principal in **Adozu Inc**., developer of active-RFID based asset-awareness and real-time location systems (RTLS) and web services.

### 2008—2010: Principal Scientist / Manager Advanced Product Development, Adobe Systems Inc, *San Francisco & San Jose, CA & Seattle WA & remote*

Direct a stellar team of Scientists and Engineers in the Advanced Product Development group for Dynamic Media (video, audio, web, animation) with focus on the product-after-next, and beyond. Director-level responsibility for innovation pipeline for products. In parallel, Principal Scientist grade indicates top 5% technical track, Architect-level etc. Work areas include next-generation video, audio and animation technologies ranging from broadcast and motion picture through desktop and consumer. R&D in: enterprise-scale and cloud-based media production, democratized broadcasting, image content analysis, search, monetization, media metadata, semantic web, stereoscopic 3D, codecs, software CPU/GPU architectures and advanced programming technologies. Team filed several dozen patents, includes Oscar and Emmy winners for technical achievement, Internet pioneers, software gurus and other high-impact talents. Internal consulting resource, mentoring, organizing distinguished speakers programs, corporate technical summit activities, etc.

### 2009—Present: Trustee, Fundraising Chair, The OEIS Foundation Inc, *New Jersey*

Trustee for non-profit 501(c)(3) foundation to support the Online Encyclopedia of Integer Sequences, wiki and related activities. Currently chair Fundraising Committee. See http://oeisf.org

### 2007—Senior Scientist Engineer, Powerset Inc, *San Francisco*

Develop algorithms and tools for massively parallel distributed indexing pipeline for disruptive new natural language search engine. Involved Java, JSON, Ruby-on-Rails RESTful resources for Amazon EC2/S3 cloud system, Hadoop, map-reduce, test-driven-development.

### 1996–2002: Senior Contributor, Software Engineering, Siebel Systems *San Mateo, CA*

Advanced technology "guru" with responsibilities ranging from architecture to hands-on code development (primarily C++). Originally reported to CTO with pure technology charter (no management duties) to incorporate AI capabilities into Siebel's highly successful business software systems. Accomplished a range of assignments as company grew from 100-emloyee pre-IPO start up to 8000-employee global public company. These include:

*Configuration Engines*—Architected evolution through multiple base technologies: Concentra (now Oracle) propagation network, proprietary ANSI Common Lisp-based transitional design and two generations built from Ilog's constraint software components (initially purely quantitative, then created first commercially deployed object-oriented user-programmable interactive configuration engine). Revenues for line sized at $100-200M

*Model Definition System*—Designed and implemented advanced combinator-based rule expression language evaluator and model "factory" (optimizing compiler), utilized by software modules (and power users) to communicate model requirements to configuration engines.

*Modeling Infrastructure*—Database versioning algorithms, model management tools, automated test harness.

Also wrote company's first automated test suite in Visual Basic that took online product definition database and generated full external coverage sequence for all entities presented by entire Siebel product (database records and queries, business logic modules, UI widgets, etc). Became basis for ongoing test-automation development as product suite grew.

### 1995–1996: Principal, Blue Dot Inc, *Novato, CA*

Clients included Sonic Solutions Inc (reported to CEO, responsible for hardware and software development) Protozoa Inc, Asymmetrix Inc and Franz Inc.

Formed Blue Dot Inc with partner to exploit early market window (pre-Java, ActiveX etc) for powerful, easy-to-use, visual programming, client/server and WWW tools. Implemented fully functional initial version of net-enabled object-oriented Visual Basic "clone" for developing web applications. Based on ANSI standard Common Lisp, positioned to interact with advanced web technologies such as CL-HTTP. Helped draft and market business plan etc. (Abandoned when partner took CTO position with Siebel Systems start-up).

### 1994–1995: Vice-President, R&D, Electrogig BV. *San Francisco, Amsterdam & Hong Kong*

Reported to CEO. Responsible for all product development and technology worldwide—from ~$1M list price "virtual set" graphics supercomputer & video broadcast systems, through 3D graphics & animation products on multiple workstation platforms (SGI, Sun, HP etc) & vertical markets (graphics, CAD, prepress etc) to new electronic delivery & production-flow management products & patents. Define technology vision and implementation.

### 1993–1994: Director, R&D, Software Publishing Corp. *Santa Clara, CA & Madison WI*

Reported to VP R&D. Supervised ~35 positions including software engineering, QA & documentation. Overall responsibility for remote site (Madison) coordinate with HQ (Santa Clara), ~70 total employees. Deliverables: Desktop Conferencing & Network Presentation Product for Windows, Graphic Visualization Engine for Windows, Word Processor (off-shore development) for DOS and Image Cataloging Product for Windows.

### 1992–1993: Principal, Xvelope *San Rafael, CA*

Operated consultancy, specializing in management services, development, multimedia titles and emerging technologies. Major efforts included interim VP R&D for McAfee Associates, reporting to President/COO, responsible for all engineering of US ~$20M public software company. Reorganized R&D into functions and product groups; established QA, documentation and technical operations; initiated product management and development processes. Deliverables: Electronic Software Catalog & Distribution for DOS & Windows and Anti-Virus Suite for DOS, Windows, OS/2 & Novell Netware. Also designed Educational/Creativity Game (target ages 5-11) for SEGA Genesis for Head Games ("Wacky Worlds", released Fall '94). Patent consulting.

### 1990–1992: Director, Advanced Technology, Autodesk Inc *Sausalito, CA*

Reported to President/CEO. Supervised ~30 positions, including software designers, developers & documentors, product and business managers, marketing and telesales, academic interns, professional and strategic services staff. Annual budget US $3M. Actuals managed within 1%. Deliverables included:

*Multimedia / Hypertext—*multi-platform (DOS, Windows, Mac, Unix) authoring package. Based on standard Scheme, adding object system, componentware, security & GUI support. Deployed extension language for graphics/multimedia, molecular modeling, CAD. Researched information filtering agents (cf CACM 12/92).

*Virtual Reality—*reoriented research team to product development. Produced C++ class library (& 600pp documentation) for applications developers, scalable from PCs up. Applied for technology patents. Drafted product plan, covering features, marketing, pricing, channels, support 3rd-party program etc. Transferred to Multimedia Division for launch.

*Retail Educational Software Product Line—*Shiped: Rudy Rucker's Cellular Automata Lab and James Gleick's CHAOS: The Software. In Development: artificial life. Responsible for marketing (advertising, telesales, etc) and P&L—exceeded revenue targets by >50%.

*R&D Services—*provided product "builds" for multiple business units to QA, in-house contract programming services, etc.

*Information Resources—*provided technical library, print and media collections and extensive online database and related services to company. Presented ongoing Technical Forums and other programs.

*Future Technology*—developed future technology scenarios (Global Business Network methodology). Implemented demonstration prototypes of future technology products. Conducted research projects, new business analysis, etc.

### Prior Experience (details on request):

Symbolics Graphics Division, *Los Angeles CA*Symbolics Inc., *Palo Alto, CA & Cambridge MA*Xerox Palo Alto Research Center (PARC), *Palo Alto, CA*  
Apple Computer, *Cupertino, CA*  
Artificial Intelligence Laboratory, MIT, *Cambridge, MA*  
Artificial Intelligence Laboratory, Stanford University, *Stanford, CA*Dymax Inc. / People’s Computer Company, *Menlo Park, CA*

### Writing (editor/regular contributor): *Dr. Dobbs' Journal, CoEvolution Quarterly, Computer Music Journal, People's Computer Company Magazine* and others

## Academics & Research:

Non-degreed self-starter, working continuously in leading-edge computing for 25+ years. Capable of meeting high academic and professional standards.(eg published in mathematical and engineering journals; served as referee, including for NSF, etc). Guest researcher and affiliate at the Center for Computer Research in Music and Acoustics (CCRMA), Stanford University (including two appointments as Visiting Scholar). Since 2002 serving as an Associate Editor for *The On-Line Encyclopedia of Integer Sequences*.

## Professional Affiliations:

### Certified Scrum Master Trustee: Online Encyclopedia of Integer Sequences Foundation (oeisf.org) Founding Member: ACM, Ventura chapter (Programs Chair) IEEE Computer Society, San Francisco chapter (Program Committee)

### Member: American Mathematical Society (Life Member) Mathematical Association of America North Bay Multimedia Association, SofTECH, SDForum, etc Steering Committee: The Hackers Conference

## Skills & Experience Areas Keyword Summary:

*2D/3D graphics & animation, artificial intelligence, audio & music, authoring systems, business enterprise software, CAD, cloud computing, configuration, constraints, cryptography, database technology, desktop publishing, distributed computing, document management, education, electronic distribution, expert systems, games, hardware design, information services, languages, mathematics, media, mobile computing, multimedia, networking, numerics, object-oriented design, modeling & programming, optimization, personal information management, presentation graphics, process management, QA, robotics, signal processing, software development methodology, software security, symbolic programming, systems programming, user interface, video, visualization, workflow...*

## Avocations: Concrete mathematics (algorithms, foundations of computation, symbolic systems), natural sciences (chemistry, biology, paleontology), arts (literature, music, visual media), games.

## Some Recent Publications:

## ***Descending Dungeons and Iterated Base-Changing****,* (in "The Mathematics of Preference, Choice and Order")

## http://arxiv.org/abs/math/0611293

## *Carryless Arithmetic Mod 10* (to appear in "College Mathematics Journal")

## http://arxiv.org/abs/1008.4633

## *Dismal Arithmetic* (in “Journal of Integer Sequences”)

## http://arxiv.org/abs/1107.1130

**References available**.