

# Resume

**Justin CLARK-CASEY**

**Location:** Southampton, UK  
**E-Mail:** [justincc@justincc.org](mailto:justincc@justincc.org)

## EXPERIENCE

- September 09 – present **Partner, OSVW Consulting**  
OSVW Consulting provides OpenSimulator and open-source virtual environment consulting services in many areas, ranging from deployment through to custom OpenSimulator development, application integration and strategic advice. Most recently been working with Intel and Sandia National Labs to create a water management simulation using the OpenSimulator platform<sup>1</sup>.
- August 08 – July 09 **Development Lead, Black Dress Technology**  
Responsible for the design and development of a fashion and design application using the OpenSimulator platform. Also acted as a representative and contributor for Black Dress Technology to the OpenSimulator project. In addition, I maintained and deployed OpenSimulator installations for the company.  
*Development of the fashion and design application involved integration of external systems with the in-world virtual environment. It also required continued liaison with a team of developers from IBM.*  
*My OpenSimulator role was very broad, involving community liaison, stabilization of the platform for Black Dress Technology and the development of content transfer mechanisms.*
- December 07 – present **Core committer, OpenSimulator<sup>1</sup>**  
High level contributor by commit count<sup>2</sup>  
*OpenSimulator is an open-source project to produce a generic virtual worlds platform. It is currently best known for providing a Second Life compatible environment.*  
*I have worked in many areas in the project including assets, inventory, data archiving, object linking/delinking, grid servers, performance and reliability.*

---

1 <http://software.intel.com/en-us/articles/sciencesim-a-virtual-environment-for-collaborative-visualization-and-experimentation/>

1 <http://opensimulator.org>

2 <http://www.ohloh.net/projects/4753/contributors>

*I am an active participant in the OpenSimulator community engaged in ongoing interaction and blogging<sup>3</sup>.*

October 04 – August 08 **Software Engineer, Information Management, IBM UK**  
Part of the team responsible for the development of the IBM InfoSphere Master Data Management Server 8.0<sup>4</sup> and WebSphere Product Center 5.3<sup>5</sup>.

*I took many roles during my time in IBM's Information Management division. The included leading the design and development of a Java API for WebSphere Product Center (which required visits to the development lab in Burlingame, California), working in Eclipse user interface design, metadata management design and product information management design.*

*I also made customer site visits to troubleshoot issues in the field.*

July 03 – October 04 **Software Engineer, WebSphere Messaging, IBM UK**  
Part of the team responsible for the development of a new Enterprise Service Bus component for WebSphere Application Server 6.0<sup>6</sup>.

*My tasks here included the design of message expiry in the component and responsibility for the design of message statistics gathering and provision, as well as more general development work.*

## **EDUCATION**

**MSc Software Engineering**, University of Oxford  
Passed with Distinction.

*The degree includes topics such as Software Engineering Mathematics, Specification and Design, Concurrency and Distributed Systems, Functional Programming and Performance Modeling.*

**BA Economics with Econometrics**, University of Kent  
First class.

## **PUBLICATIONS**

- “Utilizing Open Source Virtual World Platforms for Business and Serious Games”, Chapter 15 of “Competence Management for Open Innovation Chapter

---

3 <http://justincc.org>

4 [http://www-306.ibm.com/software/data/infosphere/mdm\\_server/](http://www-306.ibm.com/software/data/infosphere/mdm_server/)

5 <http://www-306.ibm.com/software/data/masterdata/product-info/>

6 <http://www-306.ibm.com/software/webservers/appserv/was/>

15", EUL Varlag, December 2010 with Dirk Krause and Markus Strickler, ISBN 3844100024

- "Justincc's OpenSimulator blog", <http://justincc.org>

## **MEDIA**

- "OpenSimulator", presentation at MetaMeets 2011, <http://www.metameets.com>
- "OpenSim", podcast interview on FLOSS Weekly 72 hosted by Leo Laporte, Randal Schwartz and Jono Bacon, <http://twit.tv/floss72>.
- "Open-Source, Interoperable Virtual Worlds", panel at the 2008 Virtual Worlds Conference and Expo in Los Angeles.

## **SKILLS**

- I'm highly experienced at working in both startup situations and corporate environments. I've been project lead, developer, customer liaison, negotiator and researcher.
- Many of my roles have involved liaison with clients and customers, both as part of a large team and as an individual consultant.
- I am skilled in the following programming and markup languages, among others: C#, Java, PHP, Perl, Python, Ruby, Haskell, SQL, C, C++, Javascript, Pascal, Bash, Kornshell, XML, XSL, XML Schema, DTD, HTML, CSS, JSP, SQL, LSL (Linden Scripting Language).
- I have good experience with the following software packages, frameworks and components, among others: MySQL, Apache, IBM DB2, IBM WebSphere Application Server, Eclipse, IBM WebSphere MQ, Java Messaging Service and CORBA.
- I have a very good knowledge of Linux and a good knowledge of Windows.
- I'm practiced in diagramming techniques such as UML, programming methodologies such as agile development and test driven development and formal modeling techniques such as Z notation and Communicating Sequential Processes (CSP).

## **OTHER EXPERIENCE**

In addition to the job experience outlined above, I have taken part in many other projects during my time at IBM. One was leading a team to produce a project known as Attention Grabber – an online mashup application that aimed to assess how much attention a company's product was attracting by analyzing the data made available by online services such as Google, eBay and Technorati. This project integrated WebSphere Product Center and IBM DB2 using PHP. Another was the organization and presentation of sessions on innovation techniques and the classic Gang of Four design patterns.