

Resumé

Doug Palmer

Douglas Frank Palmer

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Nationality: Australian and British

Date of Birth: 7-Jun-1963

References provided upon request

Experience

1994-2000 Applied Financial Services/TARMS Inc.

Senior Software Architect

VTS/TIBTrader System: A trading and risk management system.

- Rate management architecture design and implementation.
- Recalculation architecture design and implementation.
- Scalable, distributed architecture design.
- European monetary union compliance.
- Y2K compliance.
- External data import design and implementation.
- Back office architecture design.

TIB/Rendezvous Smalltalk Interface

- Design and implementation of Smalltalk language interface to TIB/Rendezvous middleware libraries.

Elements Object Model: An open-source model for financial components.

- Strategy, tools and standards.
- Design of dynamic data, reference data, dates, holidays, languages and locations, commodities, rates and rate curves, payments, interest rates, FX rates and securities rates packages.
- Analysis in preparation for a response to the OMG request for proposals for a financial agreements and products facility.

System Administration

- System administration for network of Solaris/SunOS workstations and servers, including internal mail network, Oracle database administration and NIS+ server.
- System administration for network of Solaris, Linux and Windows workstations and servers, including Internet connectivity.

1996-1997 Heritage Victoria

Programmer Analyst

- Design and implementation of conservation database.
- Integration of conservation database with the Getty Institute Arts and Architecture Thesaurus.

1989 Norfolk Archaeological Unit/Norwich Museum

Programmer/Analyst

- Maintenance of Norfolk Archaeological Unit context and stratigraphy database.
- Design and implementation of small finds and bulk finds databases.

- Design and implementation of register database for Norwich Museum archaeology department.

1985-1987 Beam Software

Programmer/Analyst

- Implementation of “Lord of the Rings”.
- Design and implementation of “Judge Dredd”.
- Implementation of “Street Hassle”.
- Design and implementation of “Usagi Yojimbo/Samurai Warrior”.
- Design and implementation of graphical windowing system library and use in character animation software.

Languages/Design

- Smalltalk, Java, C, C++, Basic, Prolog, AKL, ML, Perl, sh/bash script, FORTRAN, TeX/LaTeX, Pascal, Assembly (z80, 6502, x86, M68k), SQL, HTML, XML
- Able to design and implement new languages.
- Object-Oriented Analysis and Design and UML.

Voluntary Work

- Design and implementation of data gathering and processing software for resistivity and magnetometry surveys for Sheffield University archaeological survey.
- Design and implementation of aboriginal historical place database for Victoria Archaeological Survey.
- Design and implementation of water depth monitoring software for Victoria Archaeological Survey.
- Design and implementation of maritime artefacts amnesty database for Heritage Victoria.

Education

1990-1994 PhD Computer Science

Melbourne University, Department of Computer Science.

Thesis *A Parallel Implementation of the Andorra Kernel Language*

Awarded 1997

1981-1984 BSc(Hons) Physics

Melbourne University.

Thesis *The Decay of the Top Quark*

1980 HSC

Melbourne High School

Awarded School Prize for Computer Science

Membership

- Association for Computing Machinery (ACM), SIGPLAN, SIGACT
- TeX Users Group
- Australian Unix Users Group

Interests

- Rural Fire Service
- Science Fiction
- Archaeology
- Physics
- Computer Science