

Athomas M. Goldberg

6501 Snake Road, Oakland, CA 94611 Phone: (510) 338-0221 E-mail: athomas@athomasgoldberg.com

Web: <http://www.athomasgoldberg.com>

EXPERIENCE **3/2003-Present** **Sun Microsystems, Inc.** **Santa Clara, CA**

Game Technologies Group Leader & Program Manager

Responsible for developing and managing Sun's strategy for the Mobile, PC and Console Games industry. Currently coordinating cross-company resources in several large scale engagements with game developers, platform providers and wireless and broadband carriers to deliver next generation server-side platforms for cross-device, cross-network gaming.

2/1999 – 12/2002 **Improv Technologies** **New York, NY**

President & Chief Technology Officer

Managed company of 40 people in product development, sales & marketing, operations and business development and sat on Board of Directors. Developed software architecture and core APIs for Improv's product line. Identified current and future opportunities for technology across vertical markets. Built management team. Worked with business development and Board of Directors to raise private equity financing.

Accomplishments:

- Designed and developed the architecture and core APIs for Cirquet™, a java-based peer-to-peer distributed computing framework, described by CRN Test Center as, "one distributed Web services platform with the features and architecture to challenge Microsoft's .Net"
- Designed and developed the Orchestrate3D non-linear animation production system, winner of Computer Graphics World's 2000 Innovation Award.
- Developed real-time animation layering and blending technology for the Catalyst™ game engine used in the port of *Jedi Knight II: Outcast™* to the Microsoft XBox™ and Nintendo Gamecube™.
- Worked directly with business development to create business plan and raise over \$8 million in private equity financing.
- Worked directly with sales & marketing in the development of Improv's brand strategy and marketing materials.
- Negotiated license agreement for animation technology with New York University.

7/1993 – 2/1999 **NYU Media Research Lab** **New York, NY**

Research Scientist & Project Leader (9/1994 – 2/1999)

Led research group consisting of research scientists, graduate students and faculty in the development of patented interactive real-time animation system. Developed core technology and APIs and wrote patent applications and academic papers on research. Developed demonstrations of technology and spoke on numerous courses and panels on the role of interactive animation and synthetic actors on the future of the arts, entertainment, education and the Internet.

Accomplishments:

- Developed behavioral scripting system for interactive animation and combined this with Ken Perlin's procedural animation techniques to create the Improv Animation System.
- Received U.S. Patent #6,285,380 for Method and system for scripting interactive animated actors.
- Produced and directed several demonstrations and performances for SIGGRAPH 95, 96, 98 & 99, including "Sid and the Penguins" for the SIGGRAPH 98 Electronic Theater, as well as presentations at numerous other conferences and symposia.
- Ported original procedural animation system from KPL to Java, introducing several optimizations to the code.

Athomas M. Goldberg (cont)

Artist-in-Residence (8/1993-9/1994)

Worked with research scientists and faculty to test and demonstrate interactive multi-media research, and provide input into future research initiatives. Developed graphics and print collateral for the newly formed Media Research Lab.

Accomplishments:

- Created prototype for PADCAD to demonstrate the use of zoomable user interfaces in computer aided design.
- Worked with Ken Perlin to create Danse Interactif, which was presented at the SIGGRAPH 94 Electronic Theater
- Designed and implemented original Media Research Lab logo and web site.

5/1989 – 3/1993 **Independent** **New York, NY**

Lighting and Set Design

Designed lights and sets for Off-Broadway, theater, dance and music.

Accomplishments:

- Resident Designer for Kings County Shakespeare Company
- Resident Designer for Balinese American Fusion Dance Company

Installation and Performance

Developed a number of installations and performance in and around New York.

Accomplishments:

- Produced the Works on Shirts Project, a live performance/exhibition of 21 works by 18 artists staged at the Metropolitan Museum of Art, The Museum of Modern Art, The Whitney Museum, The Guggenheim Museum and the Guggenheim Museum Soho.

8/1985 – 5/1987 **Edwin Schlossberg Inc.** **New York, NY**

Development and Testing

Assisted in the development and testing of IPL, a location-based entertainment project consisting of 25 large-scale multi-player interactive games.

EDUCATION **1984 - 1989** **NYU Tisch School of the Arts** **New York, NY**
Undergraduate Film and Television Production

SKILLS & TECHNOLOGIES

Software Development

Experience in software project management and extreme programming methodologies. Experience with numerous web technologies, including HTML/CSS, JavaScript, XML & SOAP and VRML; programming languages including Java, C, C++, KPL and Basic; enterprise technologies, including, EJB, JSP/Servlets, JMS, SQL and JDBC; distributed computing technologies including RMI, Jini, and JXTA; user interface technologies, including AWT, Java2D/Swing, and Java3D.

Computer Graphics Tools and Technologies

Experience with graphic design software including Photoshop and Illustrator; 3D modeling and animation software including Maya, 3D Studio Max and Softimage; web authoring tools including Dreamweaver, Flash and Shockwave.