

## **Resume of Kishan Thomas**

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More than 10 years of software design and development experience on both Windows and UNIX platforms, using C/C++/JAVA and various API sets and libraries.

### **Java Lab, Hewlett-Packard. Cupertino, CA (2000 January – till date)**

Works at the HP Java team, who is responsible for the porting and support of the J2SE API on HP-UX (PA-RISC and Itanium) as part of the J2SE 1.2/1.3/1.4/1.5 releases on HP-UX. (<http://www.hp.com/go/java>)

The responsibility also includes HP-UX/PARISC/Itanium specific performance optimizations and conformance with Java Soft specifications of the J2SE API, and fixing customer reported defects with focus on the AWT and SWING API. Native part of the J2SE API code libraries are implemented in C/C++ with X/Motif used for the AWT/SWING API. Also works on the porting and support of the Java Browser Plug-In (for Mozilla and Netscape) and OpenGL based Java3D library on HP-UX.

Contributes to Java performance and benchmarking , with focus on J2EE performance issues including SPECjAppServer J2EE benchmark. Represents HP in the SPEC Open Systems Group Java subcommittee. (<http://www.spec.org/osg>)

In addition, also worked on porting, bug fixing packaging and releasing of the Mozilla browser suite (Releases 1.2/1/4/1.6) for HP-UX PA-RISC/Itanium. (<http://www.hp.com/go/mozilla>)

### **Silicon Graphics Inc. Mountain View, CA (1998 August - 1999 December)**

Member of the Languages & Graphics group at Silicon Graphics. Responsibilities included trouble shooting and researching on the SGI developed Graphics Libraries (OpenGL, Performer, Open Inventor, Optimizer, Volumizer) and the supported Languages (C./C++/Fortran).

Involved working with the customers and the engineering group to triage bugs and compatibility issues with different versions of the API releases and OS (IRIX) versions. Worked closely with other groups like UNIX, Communication, Hardware and Multi Media to resolve specific customer issues.

### **ASM Limited, Bangalore India. (1995 August - 1998 July)**

Worked on various 3D graphics and visual simulation projects in C/C++ on Windows and UNIX platforms using Direct3D, OpenGL and IRIS Performer libraries.

Development of VRML 2.0 and OpenFlight extension modules for EON a PC based Simulation and Virtual Reality tool for Prosolvia-Clarus. The extensions involves the complete mapping of any VRML 2.0 file or an OpenFlight format file into EON using Direct3D graphics library. Responsible for the project definition, planning, and development with a team of six.. Additional responsibility of project coordination at client site Prosolvia-Clarus AB Gothenburg, Sweden.

Augmentation of the Light Combat Aircraft Simulator for Indian Aerospace agency with the design, development and integration of new modules for the Naval version of the aircraft simulator using C/C++ libraries built on IRIS Performer and OpenGL. Development of the Head Up Display and Multi Function Display simulators for the same aircraft simulator using OpenGL and X/Motif. Designing and prototyping a Windows based 3D modeler using Direc3D and Microsoft Foundation Class Framework.

### **Personl Projects**

Worked on many personal programming projects which are released under public domain. These are available at my personal website [hackorama.com](http://hackorama.com), which also has my programming notes and articles.

### **Education**

Masters in Computer Science. ( Grade - Distinction with 84% )

Department of Computer Science. University of Kerala Trivandrum. India, Ranked I St. in University of Kerala 1995