Barry Gian James

Software Architect/Microbial Biochemist

A highly analytical, detail-oriented, methodological biologist with four years of published scientific research experience and proven expertise managing and developing large-scale object-oriented software projects.

Phone (303) 217 - 1150
Website http://www.boldscientst.com
Blog http://www.iseezombies.com
Facebook .../DroidEngineer
LinkedIn .../in/gianjames
Email gian.james@gmail.com
GTalk gian.james

Education

University of Colorado, Boulder
2006 - 2009

BA Molecular/Cellular Biology

Human genetics, plant and insect evolution, microbiology, molecular and cellular biology, graduate-level work in bioinformatics.

Kennedy-Western University
1996 - 2001

BS Computer Science

Specialized study in software engineering and architecture, game theory, non-monotonic reasoning systems, affective computing.

Experience

Open Design Strategies, LLC
2009 -

Managing Director

Advocate the long-term R&D goals for the OPERAND (Open Source Research and Development) group. Promote responsive organizational flexibility and community outreach. Direct a small team of developers, providing mentoring and project management.

University of Colorado, Boulder
2006 - 2009

Research Assistant IV

Pursued individual research on *B. subtilis* and gene expression profiles of biofilm production. Discovered novel genetic mechanism for biofilm production, an organic inhibitor and quorum sensing molecule, and characterized a newly discovered gene. Published research. Followed and created protocols for transposon mutagenesis of *B. subtilis*. Managed tasks of a biochemistry lab.

Red Rocks Community College
2003 - 2005

Teaching Assistant

TA'd a lab course in Anatomy and Physiology I & II. Taught cadaver and histology labs, lectured, and prepared lab exams.

Level 3 Communications

Sr Architect

1999 - 2001

Responsible for the Global Architecture and Optimization AAA group. Created custom in-house security software, managed total software project lifecycle from requirements to design to development and testing. Responsible for $5M recurring revenue per month. Managed a team of software developers and network engineers. Experience with C++, Perl, UNIX, software versioning, and team-based, results-oriented development.

Mikrotec Internet Services, Inc.

1994 - 1999

Sr Network Engineer

Developed in-house ISP software, managed colocated facility of network server farm with all the normal services, including SMTP, NNTP, SNMP, POP/IMAP, etc. Rolled out the first cable-based Internet service in the tri-state region.

Skills

Software Development (9-10 years)

Fluent in C++, SQL, Falcon, R, C#, Python. Strong ability in Perl, UNIX shell scripting, Wiki markup, XML. Experienced in using UML for architecture design, software lifecycle management, risk management, agile development, source code version control, OOP design, C++ design patterns, project management, and managing shareholder expectations. Comfortable and intimately familiar with the use of Eclipse IDE, Visual Studio, .NET, SQL databases, all major office software, compiler toolchains, and debuggers. Knowledgable about the Boost C++ library and ODB Object Relational Mapper. Thorough knowledge of embedded firmware development on Atmel AVRs, ARM, MSP430, and STM32.

Hardware and IT

Experienced on Sun Sparcs running Solaris, 64-bit CISC running Linux and Windows Server 2008. Familiar with networking configurations, routing protocols, most major Internet protocols and services. Familiar with Embedded Linux and Windows CE on ARM devices.

Biological Sciences

Experienced in standard microbiology and biochemistry lab procedures, aseptic technique, microbiological culturing and maintenance, HPLC, PCR, transposon mutagenesis, spectrophotometry, column filtration, polyacrylamide gel electrophoresis. Detail-oriented and fastidious logbook record keeper. Ability to present complex subjects and concepts to lay persons and able to pick up quickly on new ideas, methodologies, and discoveries.

Interpersonal

Comfortable working solo or collaborating in a team. At ease learning and synthesizing new knowledge and presenting it to diverse audiences. Strong time management and drive for organization while thriving in unpredictable and hectic environments. Greet problems as challenges to learn and pass on “lessons learned” via mentoring.

Supplemental

Publications

James BL, Kret J, Patrick JE, Kearns DB, Fall R. *Growing Bacillus subtilis tendrils sense and avoid each other*. Federation of European Microbiological Sciences. 2009 1-8.

James, BL. *Game Scripting with Falcon: The Authoritative Guide*. ISBN: 978-1466314160 Kindle & Print. Due 9/12

Project Portfolio

Open Design Strategies FOSS Mentoring
http://www.opendesignstrategies.org/

Falcon Compiler Project Associate
http://www.falconpl.org/

Government Sanctioned Espionage RPG
http://www.government-sanctioned.us/

Battle Droids: Network-based AVR Combat
http://www.battledroids.net/

The µnix Workstation and OS
http://www.munixos.net/

OpenHousewares Intelligent Home Automation
http://www.openhousewares.com/

20+ Published Instructables
http://www.instructables.com/member/nevdull

Affiliations

Inst. of Electrical and Electronics Engineers
Member

IEEE Computer Society
Member

International Game Developers Association
Member

American Society for Microbiology
Member

University of Colorado Alumni
Alumnus

Sun Developer Network
Participant

Internet Research Task Force
AAAArch Research Group