

Jean-Michel Decombe

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Experience

Ludicode • San Francisco, California • mobile software consultancy

Founder, Chief Technology Officer, Lead Software Engineer

- Managed the complete redesign of LASTLOOK, a private photo sharing app published by Maag Dretti, Inc.
 - redesigned the art and user experience for both mobile—App Store and Enterprise—and web
 - supervised a digital graphic artist, for a design targeted at the fashion and other creative industries
- Managed the agile development of LASTLOOK
 - directed a remote engineering team of four mobile client, web client, and server engineers
 - provided appropriate technical guidance in light of the budget, deadline, and quality requirements
- Selected the most appropriate technology stack for LASTLOOK
 - evaluated many cloud/server technologies to pick Parse, Amazon Web Services, Mailgun, and Heroku

The free version of the app is now available as a market test

The development of web and Enterprise white label versions is still ongoing

- the current goal is to satisfy specific feature and security requirements of a top tier fashion group

I am also designing and coding a brand new productivity app on the side, using the latest technologies

- those include Swift, XCode 6, and iOS 8 libraries on the client, Firebase and Parse on the server

Zynga • San Francisco, California • mobile social gaming

Director of Mobile Engineering, Software Architect, Principal Software Engineer • 2010-2013

- Improved performance of the popular FarmVille iOS application significantly
 - retrofitted a complex code base with CoreData to optimize load times through managed objects
 - wrote a MacOS X server tool to normalize FarmVille Web content data daily for mobile consumption
- Managed the assets pipeline for the CityVille Hometown iOS application, a 350K DAU invest/express game
 - defined a comprehensive and optimized protocol for assets delivery, in concert with 2D and 3D artists
 - implemented some features using UIKit and Cocos2d: presentation layer, NPCs, etc.
 - helped institute various essential processes: architecture reviews, code reviews, staging strategy, etc.
 - collaborated with multiple disciplines to ship the product on time in Q2 2011
- Designed and implemented a physics game prototype to explore the genre and foster internal innovation
 - developed the game using Objective C, core iOS libraries, and the Chipmunk Pro physics engine
 - supported both phone—iPhone 4 and 5—and tablet—iPad—formats through storyboards and code
 - architected a flexible XML system to support unlimited stages/rounds, themes, and dependent resources
 - included a full-fledged progression map and mastery stars system, and designed 16 game levels
 - created a geometry library to compute inner and outer tangents and render stretchable ovoid shapes
 - created a resettable bubble-based tutorial system to educate the user seamlessly and unobtrusively
- Assumed management duties for engineers—junior to principal level—on a fast growing mobile team
 - managed up to 25 engineers on game teams: Poker, CityVille Hometown, ForestVille, and Slots
 - interviewed, sponsored, and hired many client and server engineers, either internally or externally
 - instituted biweekly 1/1 talks, as well as quarterly performance and peer reviews, to foster excellence
 - assessed engineer performance and potential quarterly, making promotion and award recommendations
 - tracked metrics—confidence, challenge, balance, mastery—to ensure continued engineer engagement
 - achieved a high level of satisfaction, as determined by anonymous surveys, and a high level of retention
 - worked with all other disciplines—Art, PM, QA, etc.—to integrate or optimize development processes
 - attended ManagerVille training successfully, as well as ethics and anti-harassment trainings
- Joined the Development Council, a select group of managers working to improve engineering processes
 - helped transform and unify the new product process to support both Web and mobile development
 - focused on overhauling the engineer recruitment training program and interviewer pool process
 - helped define engineering management roles, a best practices playbook, and a mentoring program
- Collaborated with external teams—HR, IT, M&A, Legal, India, etc.—to move the whole company forward
 - evaluated crossplatform solutions, such as Apportable, at both prototyping and production stages
 - helped with the technical assessment of various stacks and crossplatform development strategies
 - performed technical and personal due diligence for more than a dozen potential acquisitions
 - successful acquisitions included Cocos2d, Page44, and Wild Needle, among others
 - drove initiative to optimize development hardware/software configurations and continuous updates
 - helped redesign the mobile team's wiki through a period of fast growth and reorganization
 - helped optimize engineer contribution to HR's recruitment effort and M&A's due diligence effort

Salixia • Point Richmond, California • mobile software consultancy

Founder, Lead Client Software Engineer • 2010

- Focused on learning iOS 4 and developing software for the platform
 - Developed AWARENESS, a psychology application to record and analyze feelings
 - used various new APIs, including local notifications, background tasks, calendar access, email, etc.
 - designed several custom, interactive visual report views to represent feeling data over time
 - Redesigned a prominent digital content company's web site into a native mobile application
 - reorganized and simplified a very complex set of features into about 60 screens for mobile usage
 - Started to design and develop a special kind of weather reporting application
 - evaluated the use of OpenGL ES and push notifications for development
- The digital content project was canceled when the customer was acquired.

Maporium • San Francisco, California • knowledge mapping marketplace

Founder, Lead Client Software Engineer • 2006-2009

- Focused on developing a web application to create, connect, explore, and monetize knowledge maps
- Developed the initial business plan, business model, and first customer use case for investigative journalism
- Researched, designed, and patented a set of innovative, fundamental product aspects, including:
 - a multidimensional, dynamically cloneable graph model with a graph transform mechanism
 - a user interface to easily navigate graphs featuring distant relations while minimizing distortion
 - a user interface to navigate across an unlimited number of multidimensional perspectives on a graph
 - various user interface improvements related to the display, navigation, and comprehension of graphs
- Developed an object schema and detailed glossary to support the product's complex underlying data model
- Collaborated with the server architect on the design of a scalable and secure architecture
- Contributed to the design a protocol layer over SPARQL and SPARQL/Update for a Jena-based triple store
- Wrote extensive documentation on all aspects of research, design, and development for future hires
- Started to develop a client in ActionScript and Flex, then moved on to JavaScript, HTML/Canvas, and CSS
- Determined that it was in the project's best interest to focus on the use of open web technologies
- Started to evaluate development for mobile platforms using Objective C and Cocoa Touch

Newzonia • San Francisco,, California • virtual world with philanthropic economy

Chief Technology Officer, VP of Product Design & Development • 2008-2009

- Focused on developing a virtual world to help artists monetize their work while contributing to philanthropy
- Built a small, extraordinary product development team from the ground up
- Worked with the founders to transform a fuzzy vision into a clear conceptual product design
- Developed an extensive and thoroughly documented set of user interface sketches for the product team
- Filed a patent application for the product's innovative concept, design, and functionality
- Worked with the product team to develop a realistic timeline and a budget for the executive team
- Led product design and development around Java, Flex, Tomcat, Amazon S3/EC2/EBS, Jena, and MySQL
- Defined and fostered a lightweight yet effective aspect-based development process focused on quality

Groxis • San Francisco, CA • visual federated search

Founder, Chief Technology Officer, Lead Client Software Engineer • 1999-2006

- Focused on developing a much improved web search experience—see [New York Times](#) and [NYU ReadMe](#)
- Raised a total of \$11M+ in funding from angels and top tier venture capital firms
- Recruited and mentored top engineering talent to build a high performance development team
- Filed and obtained several utility and design patents, including 6,879,332, 6,888,554, 7,036,093, 7,290,223
- Developed the initial prototype in Java to help close a \$3M+ Series A investment
- Developed Grokker Pro in Java, focusing especially on:
 - a graph model with a powerful facet mechanism and highly optimized graph filtering algorithms
 - a zooming space, using Swing and Java 2D, optimized for unlimited polyhierarchic breadth and depth
 - a user interface for the scalable, dynamic definition and visual combination of filters and legends
- Led the development of successive Grokker Pro versions and the ultimate transition to WebGrokker
- Won multiple industry awards, including [DEMOgod 2003](#), Always On Top 100, and Wired 100
- Provided technical due diligence for multiple content source and technology partnerships
- Supported major clients, such as Interface, Sun Microsystems, Stanford University, EBSCO, Amgen, etc.

Metacode (formerly Datafusion) • San Francisco, CA • enterprise knowledge mapping

Lead Client Software Engineer • 1997-1999

- Focused on developing new ways to represent and comprehend complex information systems
 - Developed the client for a revolutionary knowledge mapping tool in Java, using custom Swing components
 - Developed graphic utility libraries then not available through the Java API, such as spline rendering, etc.
 - Filed a patent application for a zooming graph's multilevel link aggregation and multiselection mechanisms
- The company was acquired by [Interwoven](#) for \$150M.

911 Entertainment • San Francisco, CA • online music community

Lead Client Software Engineer • 1997

- Developed the client server protocol and client for a multimedia chat system in Java
- Developed novel chat features, such as the ability to send animated effects over the chat
- Developed the Mac OS installer for a complete line of enhanced music CDs

Vicinity • Palo Alto, CA • geolocation and geographic mapping

Senior Client Software Engineer, Product Manager • 1996-1997

- Developed a much improved MapBlast! web site in HTML, Perl, and a proprietary scripting language
 - Developed a dynamic mapping applet in Java, and introduced Java technology in the company
 - Embedded store location technology on many customer sites, including FedEx, Marriott Hotels, and others
 - Wrote a plan that increased MapBlast! traffic to 1+ million hits/day and was promoted to Product Manager
 - Received the 1996 WAAA Award for Best Web Site of the Year
- The company was acquired by [Microsoft](#) for \$800M.

Xelph • Paris, France-Palo Alto, CA • software consultancy

Founder, Lead Software Engineer • 1986-1996

- Developed applications in C with innovative user interfaces for various clients, including:
 - a visual programming assistant, Logicaa, to simplify procedural programming for [Ordimega](#)
 - a visual merchandising tool for the French subsidiary of [Mars](#)
 - a disk management utility featuring a balloon dialog user interface for MacTel Europe
- Developed web sites for various companies, including hip hop radio station KKBT "The Beat" 92.3

Compose-Tel • Paris, France • software publishing

Lead Software Engineer • 1989-1992

- Developed bestselling antivirus Rival in C for Mac OS
 - Updated the product over time with user focused features, such as drag and drop installation of vaccines
 - Received excellent reviews with highest ratings in Macworld and MacUser magazines
- The company was acquired by [Intego](#).

Education

- Decisional Mathematics and Computer Science, Université Paris IX-Dauphine in Paris, France
- Fluent English and French, some German and Latin

Languages • Frameworks • Services • Data Models

- Swift, Objective C, C, Java, JavaScript, bash, Cocoa Touch, Cocos2d, Chipmunk, PHP, SQL, regex, etc.
- Parse, Firebase, Heroku, HTML 5, CSS, SVG, XML, JSON, RDF, RDFS, OWL, SPARQL, SWRL, etc.

Development Tools • Productivity Tools

- XCode 6, Eclipse, Android Studio, Sublime Text, git, GitHub, SVN, JIRA, Bugzilla, Fabric, TestFlight, etc.
- Google Drive, Microsoft Office, Adobe Creative Cloud, Slack, Dropbox, Omnigraffle Pro, Triumph, etc.

References

- Available upon request—see [LinkedIn recommendations](#)