

KIS SYSTEMS, INC

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<http://www.kis-systems.com>

Garrick (Rick) Berger

Curriculum Vitae (Single Page)

GENERAL

2D/3D graphics and UI developer. Incorporated as KIS Systems, Inc (<http://www.kissys.com>), a Nevada Corporation.

Locale preference is for offsite day-to-day work. Can relocate for short term

General fee structure: \$45-\$135/hour (see website for details.)

Languages: C/C++, C#, Java, PHP, HTML, XHTML, JavaScript, Perl, ActionScript3

OS: Windows, Unix/Linux/FreeBSD, Mac OS X

Technologies: Qt, Open Inventor, .NET (forms), COM/ActiveX, MFC, CSS, XML, SSL, Apache, PayPal Merchant Toolkit (PHP), Flash/Flex3.

2009

KIS Systems. Active Biorhythm project to explore *Facebook* social network API using the *Flex3/ActionScript3* web/application development platform.

2008

University of Southern California at San Diego (UCSD). Restructured several molecule viewers, website updates for PDB website, Google Analytics endeavor.

2006-2007

Schlumberger/Western Geco – animation and interactive additions to *Ocean/Petrel/Omega Suite* seismic visualization package on Windows C#/.NET/C++ platform. Also some C++/wxWidgets for test/demo programs.

2005

Created e-zine website, Scribi.com – dynamically generated, protected content site using PHP on FreeBSD server, Apache, SSL, and PayPal Merchant Toolkit, as well as Photoshop scripting.

2001-2005

Long-term project with Pfizer Pharmaceuticals developing Molecular Modeling package using Qt and Open Inventor on IRIX and Windows platforms.

1995-2000

Long-term association with *Template Graphics Software* (San Diego) developing applications, plugins, components, and providing low-level support for graphics programs on Windows, Unix, and Mac platforms.

REFERENCES

Available on request. *Linked-in* profile at <http://www.linkedin.com/in/rickberger>.