

Résumé - Antun Karlovac

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Skills

Skills Summary

Project management
Engineering management.
Software architecture and development.
Technical evangelism/developer community building.
Developer instruction, on-line and in-person training.
Languages spoken: English, Croatian, French

Computer Languages and Technologies

JavaScript, Python, BASH Shell Scripting, PHP, Ruby on Rails, Java, C.
CSS, HTML, Regular Expressions.
OpenLaszlo LZX, Flash (ActionScript development & production).
Object Oriented Programming concepts, HTTP, Event Based Programming.
Linux/Windows server administration.
Apache, Tomcat, MySQL.
Excellent photo scanning, preparation and retouch skills.
Familiar with Windows, Macintosh, Linux operating systems.

Work experience

May 14 – Present

Director, Product Implementation, Fluid, Inc.

Responsible for technical delivery across all Fluid's SaaS product projects. This included scoping of all projects, presales support, architectural planning, troubleshooting, resource planning, and supervision across projects. Managed and grew implementation engineering team, which included full-time employees, and US- and international contractors.

Worked with entire implementation team to devise repeatable processes across projects. Collaborated closely with other engineering teams at Fluid to orient them around customers' needs.

In addition to management responsibilities, remained an active member of implementation team when needed, either as an engineer, a technical lead, or a project manager. Wrote tools, documentation, and processes for use by the team.

Feb 13 – May 14

Technical Project Manager, Fluid, Inc.

Took control of Fluid's largest - and heavily troubled - configurator implementation project for Reebok. Organized a new team of engineers, 3D modelers, and analysts to deliver predictably with Fluid's new Configure 2.0 SaaS platform. Restored the customer's confidence in Fluid, and completed project successfully to the revised schedule. Was primary contact for Reebok (technical and business).

Continued as program manager for Reebok, overseeing international launches, implementation of 35+ products on the Configure platform. Managed implementation projects for other customers.

Apr 10 – Feb 13

Technical Project Manager, Laszlo Systems

Managed a multi-million dollar, internationally deployed custom RIA project for Warner Bros., from requirements through production launch. Coordinated WB's IT effort to develop infrastructure and provide connectivity to support development of the application. Responsible for requirements gathering and design effort by working closely with customer's subject matter experts, customer and Laszlo management, and Laszlo's designers and developers. Visited customer regularly to maintain close relationship. Negotiated with customer to keep project within scope. Identified improvements, estimated and wrote change orders.

Closely managed development phase to deliver a quality product on schedule. Continually worked with Laszlo's engineering team to plan architecture, schedules, and explain requirements. Designed/prototyped solutions to engineering hurdles and worked with engineers through implementation.

Sep 09 – Apr 10

Technical Lead, Laszlo Systems

Lead 10+ developer-team effort to create the **Valspar Virtual Painter** application, from presales through launch. During presales, worked with customer to understand requirements, scope effort, and rapidly

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developed and demonstrated functional proof-of-concepts to close the deal. During development phase, established best practices, procedures and guidelines for a relatively new engineering team to follow. Designed, prototyped, in some cases developed, and in others managed all the key functionality of the painter application.

Sep 04 – Sep 09

Manager, Support & Training, Laszlo Systems

Created and ran a successful, profitable and scalable **support** and **training** business around the open-source platform OpenLaszlo, which accounted for 1/5 of company revenues. I was the critical individual in implementing this part of Laszlo's open-source strategy.

Training: Designed the course curriculum for hands-on, instructor led classes aimed at software developers. Led a team of engineers in developing the materials, while also contributing a significant amount of work. Initially, acted as principal instructor and delivered over 60 in-person classes across the US and abroad. Productized the training program into a highly scalable business that leveraged partners to deliver training classes. Trained and certified partner instructors to deliver Laszlo-certified training classes.

Support: Developed both enterprise and consulting-support packages to cater to a range of customers from individual developers to large organizations. Recruited and managed a team of highly-technical support engineers. Productized consulting support offerings into easy-to-sell packages, defined processes for performing the work, and coached engineers to deliver them.

Jun 02 – Sep 04

Web Application Engineer, Laszlo Systems

Principal developer for the Laszlo Systems' **website**, and key individual in starting, nurturing and growing the OpenLaszlo **developer community**.

Developer Community: Started the OpenLaszlo developer community by creating a "Developers' Zone". Engaged developers via a variety of channels to create a loyal community and promote developer adoption of the OpenLaszlo platform. Communicated product roadmap, news and technical tips to community via website, forums, and mass email campaigns. Identified obstacles to developer adoption of the platform.

Website: Directed and implemented the entire Laszlo Systems website, for its initial launch in January 2003, using Linux, Apache, MySQL and PHP. Administered several Linux-based web servers running both public and internal applications, including the corporate website. Planned, designed, and developed numerous web applications.

Mar 02 – Jun 02

Freelance Web Developer

Developed a Flash 5-based Rich Internet Application for coordinating volunteers for the Flashforward conference. Managed the technical project, and developed the entire application (front-end: Flash, PHP, back-end: PHP/MySQL).

Sep 01 – Mar 02

Web Developer, Moonstone Interactive

Worked on a number of projects using HTML, CSS, HTML, JavaScript, ColdFusion and ASP. Was principal developer on a number of large projects, including the entire Fujitsu Computer Products of America website.

Jun 01 – Sep 01

Freelance Web Developer

Designed, developed and deployed several websites, using HTML, CSS and JavaScript and some DHTML. Pitched proposals to customers and worked directly with them. Maintained websites after deployment.

Sep 98 – Mar 00

Freelance Graphic Designer.

Designed for print. Designed logos, stationery, menus, labels. Worked closely with printers on unusual mediums.

Education and Training

Sep 00 – Sep 02

Multimedia Studies Program: Internet Design & Technology in San Francisco, CA.

Sep 99

DALI (Central St Martins), London, UK One-month intensive course in Computers & Graphic Design.

Sep 96 – Jun 99

University of Westminster: Bachelor's degree in Mechanical Engineering. Upper-second-class honors.