

Christopher Ivey – Résumé

With over seven years' experience of software development and over ten years marketing and management experience, Chris Ivey has a demonstrated ability to lead the development and evolution of technology products and business.

Christopher has always been an entrepreneur at heart - launching his first business at the age of twenty.

Throughout his career, Christopher has worked as a software developer, a marketing project manager, a creative director, and a commercial photographer.

He has also been fortunate enough to experience an adventurous early working life spent variously as a mill laborer, a rail gang worker, a heavy industrial electrician, and an underground photographer.

Christopher is currently the founder and CEO of a software technology start-up called ShareThink Ltd.

Specialties

Branding and identity marketing, software design and development, commercial photography

Skills Summary

Marketing and Brand Development

Christopher has years of in the marketing business – starting with the production of simulations and vision pieces for medical marketing while working at a Bethesda, MD startup. Since then Christopher has worked on project management, campaign execution, and managing the creation of software marketing tools.

Christopher specialized in product development and design conceptualization, and has also worked in the production of photography and video, music and sound engineering, copy-writing and creative direction.

Programming / Interface Development

Christopher's development skill set includes familiarity with OOP, XML and transactional data exchange, ActionScript 2.0, and 3.0 JavaScript and DHTML, and C++ development for Windows.

Photography

Prior to embarking on a career in software development, Christopher was an accredited Commercial Photographer, with experience in medical, aerial, industrial and underground photography. Christopher worked in several photo studios before opening his own studio with his wife in 1997.

He also has experience in video production/post production and sound design.

Language Skills

Christopher is fluent in English and French.

Work Experience

July 2010 – Present: ShareThink Ltd.

CEO

Christopher Ivey is the founder and CEO of ShareThink Ltd., a technology innovation company based in Almonte, ON, just outside of Ottawa.

ShareThink's first product is a new technology designed to replace traditional CAPTCHAs - a simple interactive proof powered by an adaptive intelligence that exploits the semantic relationships that humans naturally intuit between objects. (<http://www.vouchsafe.com>)

January 2010 – July 2010: ThreeDify Inc.

Director of Marketing

Christopher worked as the technology manager for ThreeDify Inc., a 3D technology start-up located in Ottawa, Ontario. Christopher was responsible for creating and executing a marketing strategy, and for creating tools for their online presence, which is their primary marketing channel. Christopher created a brand strategy, designed the company and product logos, created the new website and implemented a content management system, set up an online store, and sales support tools for customers. He also created and produced a series of short promotional product videos to help boost sales.

January 2007 – August 2009: BitHeads, inc.

Senior Software Developer

HeadGames, Inc. : Lead game developer –Phase 10 (January 2008 – August 2009, concurrent with Sinbad)

Christopher lead the development of a casual card game for PC. Phase 10 is a popular card based on a Rummy variant. This game is being developed using HeadGames' own proprietary 3D rendering and game development engine.

Christopher and his team have developed a basic framework to support the creation of casual games with leverages the HeadGames engine, (an engine which was developed by an another team in-house, but which was originally intended primarily for developing FPS games).

Phase 10 is expected to be ready for release in late September, 2009.

Technology Used: Visual Studio 2005, C++, Boost Libraries, F-Mod Audio Libraries.

HeadGames, Inc. : Lead game developer –Sinbad and the Pool of Tears (August 2008 - May 2009)

Christopher lead the development of a playable demo of an adventure card game for PC. Sinbad and the Pool of Tears combines rummy-style card play with a combination of attacks and other skills that can be targeted at other players or used to thwart attacks by other players. The card game is a framework for a metagame that takes place on a 3D world map. This game is being developed using HeadGames' own proprietary 3D rendering and game development engine.

Sinbad has not yet been published.

Technology Used: Visual Studio 2005, C++, Boost Libraries, F-Mod Audio Libraries.

Cryptologic, Inc. : Lead framework Developer (February 2007 – December 2007)

Christopher was engaged to support the development of a casino client application for online gaming. He lead the development of the client side of a slots game development framework which demonstrably slashed development time for completed games. This was one of the first large-scale applications developed using ActionScript 3.0.

Technology Used: Flash, Flex, ActionScript 2.0 – ported to ActionScript 3.0.

March 2000 – January 2007: WhittmanHart Inc.

Technology Manager

Prior to joining Bitheads Inc, Christopher was a technology manager for WhittmanHart Inc, (formerly Estco Medical, LLC). Christopher was a founding employee with Estco Medical in early 2000, (initially working from Canada as a contractual developer via telecommute). When Estco Medical was acquired by WhittmanHart in 2006, Christopher was engaged as a technology manager, and helped to lead product development for a variety of projects out of the Washington, DC and Milwaukee, WS offices.

Over the years, Christopher worked on a variety of web and windows applications for WhittmanHart. These were initially primarily restricted to medical simulations and vision pieces for marketing directly to hospital administration. Over time, the range of assignments grew to include marketing websites aimed at general consumers, and consumer web applications, including an online ordering system for Subway Restaurants, and an avatar-based application for conducting online focus groups.

Some of the projects Christopher has worked on, in a primary or lead role include the following:

General Electric Healthcare – The Digital Hospital

General Electric Healthcare – The Digital Community

IBM Life Sciences and Healthcare - Vision for Information-Based Medicine

Aspect Medical – BIS Monitoring System Manual / Simulator

Imprint Research / CEA – Imprint (Online Focus Group Application)

Cleveland Clinic Foundation – Chronic Pain Mapping Application

Subway – Subway Express Online Order Application

Centocor – RA Straight Talk Video Application

May 1997 – January 2008

Ivey-League Interactive

Principal

Christopher and his wife, Katherine operated a visual media development company for several years. Initially, Christopher worked for his American employers as an independent contractor. Even after acquiring full time employment, Christopher continued to operate his own company in order to continue to serve his Canadian clients.

February 1996 – May 1999: Le Collège Boréal

Network Support / Distance Education Technician

For three years, Christopher worked as a network support and distance education technician for Le Collège Boréal, at the Timmins, ON campus. Christopher user support to teachers and students in a distance learning environment. He was responsible for supporting over 120 workstations and portable computers, and evolved methodologies to quickly and efficiently image and restore computers. He also administered the campus domain on a Windows NT WAN. Christopher provided support for video conferencing and web-delivered training. This included managing the conference bridge and local video classroom equipment.