The Wayback Machine - https://web.archive.org/web/20070108094337/http://www.maparent.ca:80/resume... This resume is also available as <u>RTF</u> or <u>PDF</u>, ou <u>en français</u>.

c/o Veena Gokhale Haki Elimu PO Box 38320 Dar es Salaam, Tanzania Phone: +255-787-228-393

maparent@acm.org
http://maparent.ca

Marc-Antoine Parent

Professional profile

Title - Software Architect

Expertise - Object-Oriented architecture, Natural language processing, Knowledge representation

Experience - Total 15 years

Research skills

- Representation systems for hypertext technologies
- Algorithms and Object-Oriented architecture (UML and Design Patterns)
- Formal models of natural languages

Technical skills

- Object-Oriented languages: Python, Java, C++, Perl 5, C#, others
- XML technologies: XSL, XML-RPC, RNG, object marshalling, GXL, SVG.
- Web development and Content Management Systems (esp. Plone)
- Database technologies (XML, OO, or relational): SQL, Oracle,
 ObjectStore, LDAP, eXist, XMLDB, XUpdate, XQuery
- Platform-independent graphical user interfaces (wxWindows, others.)
- Agent-based programming (Swarm, RePast, AScape)
- Natural speech application design (Nuance Speech Objects)
- Operating systems: MacOS X, Solaris, Mac OS, Linux, Windows NT, XP

Education and awards

2002 - 2006 M.Sc in Systems Science

Ottawa University

- First recipient of a departmental bursary in 2003
- Thesis: Construction des normes, entre stratégie et communication: un cas de négociation collective. (Construction of norms, between strategy and communication: a case of collective negociation.)

1989 - 1990 **Qualifying year in Mathematics**

McGill University

• Scholarship from F.C.A.R. for a Masters' degree

1986 - 1989 **B.Sc. Joint faculty program** in Biology and Mathematics

McGill University

• Great Distinction

1983 **Québec Mathematics Competition**

Québec Mathematics Association

• Mention for the secondary V competition

Professional experience

2003 - 2004 Consultant

Goa Technologies

Closer Look - Search engine that identifies data in web databases

• Proof of concept for identification of web page structures based on XPaths

2003 - 2004 Software Architect and Developer

HandCastles inc.

DistriBistro - Palm-based wireless ordering system for restaurants

- Requirements, UI design and architecture
- Peer-to-peer communication architecture
- Prototype completed. We decided not to proceed with production.

2000 - 2001 Software Architect and Developer

Mitel Networks inc.

Speak@Ease Messager - Speech-enabled Unifed Messaging

- Initial architecture draft
- Advanced natural-language dialogue designs using pronoun reference
- Integration with Microsoft Exchange 2000 using CDO objects through XMI.
- Other components : web back-end (XSL), upgrades, inter-process messaging

1999 - 2000 Software Architect

Logiciels Panteor inc.

Translateor - Automatic translation system for English and French (project)

- Developed a robust meta-data architecture using XML for storage of linguistic information in an object-oriented database
- Participated in the development of a OO model for abstract semantic representation of text

1997 - 1998 **Advisor**

Centre de Recherche Informatique de Montréal

Giza - OO architecture for polymorphic representation of structured data using contextual, dynamic attributes

- Conception and programming (Java) of a new Design Pattern
- Approach was published at OOPSLA

1996 Senior Research Agent

CRIM, for Bunyip

Radio Insite - Dynamic HTML page generator for logs of CBC radio shows.

• Programming (Perl5) of a log file parser that adjusts to a meta-data file and stores the results in HTML templates

1996 - 1997 Senior Research Agent

UKAT - Web interface to a knowledge assessment tool.

• Architecture and programming (C++) of a HTML template-based system

1995 - 1996 Senior Research Agent

CRIM

<u>Francoroute</u> - Prototype of a classification system for francophone Internet sites

- Team coordination, architecture and programming (Java, Perl5, Oracle) of one of the first hybrid web search engines (using both keyword search and category classification), based on the Cheops approach
- Programming (Perl5 and Oracle) of a web spider that explored French sites
- Programming (Perl5) of a web-based site classification tool based on Dewey

1995 - 1996 Senior Research Agent

CRIM

CHEOPS - A navigation tool for hierarchical data

• Programming (Java) of a unique data navigation tool based on visual elision

1994 - 1995 **Research Agent**

CRIM, for Alis technologies

Lys - Multilingual mail agent

 Architecture and programming (C++) of a Unicode-based mail agent able to handle Arabic, Chinese, Japanese and Korean scripts using font composition

1992 - 1994 **Analyst**

Les Logiciels Machina Sapiens inc

Le Correcteur 101 v.2.0- French grammar analyzer and checker

- Team coordination between linguists and programmers, research in computational linguistics, algorithms, programming in C++
- Awards won by the software (version 1.0 or 2.0):
 - o 1993, Prix Octas, from the Fédération d'Informatique du Québec
 - o 1994, Prix du Français en Informatique, from GIRICO

1990 - 1992 **Programmer**

Les Logiciels Machina Sapiens inc.

Le Correcteur 101 v1.0b - French grammar analyzer and checker

- First grammar checker of the industry to do global parsing of French syntax
- Design and programming (C++) of the user interface on a platform-independent framework

1988 Research Assistant

Montreal General Hospital

Real-time neurobiology data acquisition system

Reengineering (Vector Basic) of a graph display system

1986 **Programmer**

O.C.C. Informatique, for National

Bank

FÉER estimate software

- Programming (MS-Basic) of an iterative analysis method
- Graphical user interface on a text-based display

1984 **Programmer**

La société Québit logiciel inc.

Méga-Texte - word processor for primary school students

 Design and programming (6502) of a graphic-display based word processor on the Apple II+

1982 **Programmer**

Société Logidisque enr.

Têtards - Labyrinth-type two-player video game

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- Programming (6502 on Apple II+)
- First video game designed in Québec

Teaching experience

2003 Teaching Assistant

University of Ottawa

Economic Systems Design (SYS5140)

Designed and presented an introduction to agent-based programming

2002 Teaching Assistant

University of Ottawa

Concepts des langages de programmation (CSI3525)

Participated to the design of laboratory demonstration and problems

1994 - 1995 **Instructor**

CRIM

Séminaire d'Introduction à l'hypertexte

1989 **Teaching Assistant**

McGill University

Differential calculus (189-121A)

1984 Instructor

Collège Mont-Saint-Louis

Initiation to Computer Science - evening course

Publications and workshops

Presentation: Outside the box: Tinderbox XML Tools, at the Boston Tinderbox Weekend, 2004

Tech Note: On-the-fly contextual adaptation with the RoleAdapter Pattern, in *Proceedings of OOPSLA'98* (Vancouver BC, 1998), ACM Press

Demonstration: Applications of the RoleAdapter Pattern: Representing class inheritance and aggregation hierarchies with the Giza framework, in *Proceedings of OOPSLA'98* (Vancouver BC, 1998), ACM Press

Report: État des technologies de stockage d'objets en Java, CRIM, 1997

Presentation: GIZA: A framework for visualization, by Marc-Antoine Parent and Louis Vroomen, in the workshop: Graphical User Interfaces for Hierarchies (Human-Computer Interaction Laboratory, University Of Maryland, 1997)

Article: Cheops: A Compact Explorer For Complex Hierarchies, by Luc Beaudoin, Marc-Antoine Parent and Louis Vroomen, in *Visualization '96*, San Francisco, USA, Oct 1996, pp. 87-92

Article: Font Selection and Font Composition for Unicode, by Martin J. Dürst and Marc-Antoine Parent, in *Proceedings of the Seventh Unicode Conference*, San Jose, CA, 1995

Languages

Fluent in spoken and written French and English Basic level of reading and speaking Italian and Portuguese

Interests

My interests are twofold: As an academic, I am interested in the process of human decision making. This has led me, over time, to study the human mind under the guise of various disciplines: in turn neurobiology, mathematical logic and linguistics. I am now approaching the same issue with a lens from organizational communication and systems theory, with the hope of applying it to tools for large-scale collective deliberation.

However, my academic interests have more often than not been expressed in the form of software rather than papers: whether I have worked on computational syntax or semantics, hypertext or information visualization, I was also interested in formal representations of human thought. As a programmer, my interest is in the structure of software (patterns, UML) is also evolving into a renewed interest in the techniques that allow groups to decide and work together.