

CHRISTOPHER C. PENNOCK

172 Park St. Apt. 6
New Haven, CT, 06511
chris.pennock@alum.dartmouth.org
www.chrispennock.com
(917) 257-2244

EDUCATION

NEW YORK UNIVERSITY, New York, NY

Master of Science, Computer Science, Expected May 2006

Focus on Machine Learning and Interactive. Notable projects include:

- Computer Vision: Sign Language recognition system (Matlab)
- Machine Learning: Stock closing price predictor (Lush)
- Educational: A system to teach middle-school girls to program in java by letting them program dances for animated characters (C, Torque game engine)
- Interactive: Real-time, competitive multiplayer game with a physical interface played on a projected tabletop display (Java)
- Behavioral Animation: Attention and gaze model for autonomous virtual pedestrians (C++)

DARTMOUTH COLLEGE, Hanover, NH

Bachelor of Arts with High Honors, Music with Computer Science, 1997

- Designed my own major, spanning the Music, Computer Science and Psychology departments.
- Awarded High Honors for thesis on psychoacoustic, software engineering and usability tradeoffs in the design of algorithms to model the human singing-voice.

HONORS

DARTMOUTH COLLEGE, Hanover, NH

Bachelor of Arts with High Honors, Music with Computer Science, 1997

Cum Laude, Dartmouth College, 1996-1997

EMPLOYMENT

HIGHER ONE, New Haven, CT

2004-2005

Lead Architect

Higher One provides a one-card solution to universities, combining student identification with a MasterCard debit card.

- Lead developer in upgrading a web-based banking application to handle 1000% increase in users, including migration to JBoss and Struts. (J2EE, Oracle)
- Built a reporting system for university administrators; interviewed clients for desired functionality.

PLUMB DESIGN, INC., New York, NY

2001-2003

Software Engineer

Plumb Design is a mid-sized web application design firm.

- My responsibilities included: client-facing requirements gathering, database design (Oracle), business logic (Java/J2EE), user interface (JSP/HTML) and some project management.
- Created an indexing and search system for Sony's PressPlay music downloading service. (Perl, Verity)

SOLILOQUY, INC., New York, NY

2000-2001

Software Engineer

Soliloquy used natural language understanding to enable text-based dialogue with an animated character.

- Responsible for the character-interaction GUI, including creation of a character animation engine and dialogue scheduler (Java), and an XML dialect to communicate behaviors and speech from the server to the character.

ANSWERTHINK CONSULTING, Boston, MA

1997-1999

Consultant

Answerthink is a leading business and technology consulting firm.

- At two Fortune 500 companies, I created Decision Support Systems, enabling executives to data mine multidimensional sales and billing data. (Oracle, Oracle Express)

OTHER EXPERIENCE

CM LABS, New York, NY

2001-2006

Founding Partner

CMlabs builds messaging middleware for AI researchers.

- As a partner, involved in product development, marketing, licensing, partnerships and patents.
- Built MindMakers.org, a site for researchers to share AI modules for our software.
- Developed a behavior planner and a facial animation system as demo modules.

MASSACHUSETTS MUSEUM OF CONTEMPORARY ART, North Adams, MA

2000-2001

Software Developer

- I designed an installation exhibit at MassMoCA, which opened in January 2001. Museum visitors self-curated the exhibit by selecting art from a database, projecting it at various sites in the room, and writing a curatorial statement. The show was hailed for its novelty and accessibility.