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## Curriculum Vitae **Philip Lamb**

**Objective** To obtain a position in a progressive technology-based enterprise where I can contribute to the growth and success of the company, through application of my analytical and technical skills and my personal qualities.

### **Personal statistics**

Age: 31  
Nationality: New Zealand Citizen, with right to German residence.

### **Significant business and development experience**

**3/2006 –**  
**ARToolworks, Inc** **Seattle. USA**  
**Chief Technology Officer**

Initiated technology development proposal with ARToolworks, an augmented reality software vendor, and subsequently engaged as Chief Technology Officer to implement proposal.

- Lead technology development and transition from single product offering to vertically-integrated software vendor.
- Created distributed developer and customer-support IT infrastructure.
- Redeveloped licensing practices, IP protections, and product pricing structure.
- Lead transition of two significant new technologies from the laboratory to product status.
- Provided technical development assistance on-site for customer projects in Boston, MA, Seattle, WA, and Brisbane, Australia.

Successful introduction of customer-focussed technology development processes saw ARToolworks win several large contracts, including four new contracts with Fortune-500 listed US companies. During my tenure, ARToolworks has re-established its position as the World's leading vendor of augmented reality software, and has spun-off two subsidiary companies in New Zealand to explore emerging augmented reality technologies.

**07/1999 – present**  
**Eden Networks Limited** **Christchurch, NZ**  
**Technology Development Consultant**

Ran my own consultancy company providing specialist technology development services. (Most recently engaged with ARToolworks, Inc, Seattle.)

Established software engineering credentials through leadership on several open-source software projects, including leadership of community development of ARToolKit, the World's most popular toolkit for augmented reality applications. Under my leadership, ARToolKit has entered the top 1% of all SourceForge-hosted projects. Twice received sponsored attendance at Apple's World-Wide Developer Conference, for my Macintosh-focused development efforts in augmented reality software.

Earlier offerings included advice and implementation of Internet connectivity, local and wide-area networking, electronic resource planning and commerce.

**6/2005 - 1/2006**

**Human Interface Technology Lab  
Visiting Scientist**

**Seattle. USA**

Invited subject expert on spatial augmented reality interfaces for TeamVIP project, as part of a six-member NASA-led consortium. Adopted a lead role within the HIT Lab's research team and took sole responsibility for presentation of interim research results to NASA quarterly review meeting.

**7/2002 - 6/2005**

**University of Canterbury  
Virtual Reality Software Engineer**

**Christchurch. NZ**

Design, development and maintenance of code for a variety of projects running in the Virtual Reality Laboratory in the Department of Psychology, and the Human Interface Technology Laboratory NZ.

**02/1996 - 12/1998**

**Fusion Productions  
Event Promoter**

**Christchurch, NZ**

Formed a company to promote, market and produce large-scale entertainment events with budgets of \$20k+ in South Island centres. Gained substantial project management experience through these activities.

## **Education**

**3/2003 - 6/2005**

**Human Interface Technology Laboratory  
Doctoral Student**

**Christchurch. NZ**

Engaged in Doctoral-level research study investigating human factors issues in applications of augmented reality technologies to the space environment. Research supported by HIT Lab NZ PhD Fellowship funded by Foundation for Research Science and Technology.

**1998 - 7/2002**

**University of Canterbury  
Master of Science with First Class Honours**

**Christchurch. NZ**

Majored in Psychology. Thesis research investigated human factors issues in control of space-based teleoperated robotic manipulators, including

performance effects of implementation of an immersive virtual reality control interface. Research included 20 months of software development.

**1994 – 1997**

**University of Canterbury**

**Christchurch. NZ**

**Bachelor of Engineering with Second Class Honours**

Majored in Electrical and Electronic Engineering, including final-year papers in computer software & hardware engineering, systems and control, economics and management, and project research on robot control systems.

### **Professional affiliations**

Institute of Electrical & Electronic Engineers  
Association of Computing Machinery

Member  
SIGGRAPH SIG Member

### **Some of my personal Interests**

- Wilderness tramping (hiking) and mountaineering.
- Immersive interactive audioscapes.
- Development of my personal whole-earth spatial database software.
- Recreational flying.
- Establishing a forum for independent leadership from the business and technology communities on Christchurch transport infrastructure.

### **Referees**

#### **Professional**

Professor Tom Furness  
Director Emeritus  
HIT Lab, University of Washington, Seattle  
Email: tfurness@hitl.washington.edu  
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#### **Personal**

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