

# Curriculum Vitae

## Moti Radomski

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Online CV can be found at [http://www.geocities.com/moti\\_r](http://www.geocities.com/moti_r)

*Note: "Freelanced Projects / Fields of Expertise" at the bottom of this document*

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## EMPLOYMENT HISTORY

### 2003 - 2004 **Product Manager**

Cash-U Mobile Technologies LTD

<http://www.cash-u.com>

Managed the company's initial and core product (Pecan Gaming) which is the heart of Cash-U's Service Delivery Platform.

Redefined the product roadmap, taking it into the smart-clients world. This included major new concepts, such as inherent community features, near-real-time gaming and innovative 3<sup>rd</sup> party development support. These provided the company with a large advantage over our competitors, allowing penetration of difficult cellular markets such as Korea and Taiwan.

In addition, I have upgraded the gaming SDK to include an easier development models and extensively upgraded product documentation.

### 2000 - 2003 **R&D Team Leader**

Cash-U Mobile Technologies LTD

<http://www.cash-u.com>

Led the Pecan Gaming SDK and Smart Clients team in the R&D department, consisting of 3-4 people. My team initiated the research and development of J2ME support in the product, when smart client technology first emerged. I broadened my role into Product Management by being in daily contact with customers and improving the product to better fit the market. I also served as the company's de-facto pre-sales engineer, accompanying our sales force to prospective customers.

### 1998 - 2000 **R&D Team Leader**

VocalTec Communications LTD

<http://www.vocaltec.com>

Managed the Next-Generation team which was responsible for the new range of VOIP products (based on the H323 protocol). Designed and developed a full-scale H323 Gatekeeper. I was also a member of the Core Tech group, which produced VOIP stacks (including VxWorks modules).

### 1995 - 1998 **Senior System Manager**

Military Service, Israeli Defense Forces

Served in one of the biggest VAX sites in the IDF, managing 8 soldiers. Won a Merit of Excellence for a system I developed that vastly shortened and optimized daily work and processes.

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## EDUCATION

### 1997 - 2000 **BA Computer Sciences and Management**

Tel Aviv University

An integrated BA degree in both Computer Sciences (Faculty of Exact Sciences) and Management (Faculty of Management). Average grade: 87.

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## MISCELLANEOUS

Events: Attended many cellular & IT oriented events, including:

- GDC Europe and GDC Mobile.
- GSM 2003.
- Motorola Mobile Developer's Conference (UK Motocoder).  
I carried a lecture about online & multiplayer gaming.
- Sun's JavaOne, focused on J2ME.

In addition, I organized various events for J2ME and multiplayer game developers. Mostly concentrated on product training, technical information exchange and exposure to Cash-U's roadmap. These events took place in Europe and the far east.

Additional computer knowledge:

- Working with computers since 1984.
- Programming in Assembly, C++ and Java.
- Worked as a freelance developer before my military service.
- Skilled Microsoft Office user.

Languages: Hebrew (mother tongue), English (high proficiency).

References: Upon request.

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## **FREELANCED PROJECTS / FIELDS OF EXPERTISE**

### **Smart Clients Eco-System**

- Analysis and planning of mobile based client/server solutions.
- Broad knowledge of the various handsets and their capabilities, supported platforms and communication protocols.
- Extensive knowledge of the J2ME platform:
  - Device-specific limitations and bugs.
  - Communication methods and optimization techniques.
  - OEM specific enhancements and device capabilities.
- Smart client application development methodology. Experience with i-Mode, BREW, Symbian and Synergenix Mophun.
- Content download and installation, wired and OTA.
- Definition of client/server optimized applicative protocols.

### **3<sup>rd</sup> Party Developers & SDK**

- Modeling of all tools & interfaces required for establishing a 3<sup>rd</sup> party developer community.
- SDK end-to-end product definition, including APIs, GUI tools, integration with existing IDEs and product updates.
- Construction of all relevant documentation, online tutorials, application samples and Developer Guides.
- Definition and maintenance of automatic and manual dedicated developer-support interfaces.
- Organizing developer local courses and conferences.

### **Mobile Content & Services**

- Familiarity with the mobile content world, major players and trends.
- Extending and adapting an existing online service into the mobile world.
- End-to-end definition of mobile oriented services, from the idea realization, through technology required and specific service construction.
- Planning of online and mobile gaming environments, including registration, game lobbies and invitations, tournaments and interactive interfaces (chat, forums, messaging).
- Broad experience with multiplayer gaming environments.
- DRM and content provisioning.

### **Product Management**

- Market analysis and competitive overview.
- Roadmap definition and layout.
- SRS and functional specification documents.
- Participation in technological solution definition.