

Clayton E. Weimer

Technical Marketing/Software Architect

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Summary

A team-oriented leader with extensive experience in project and product development from conception through design, development, to deployment. Excellent analytical, organizational, communication, presentation and team-building skills in both engineering and marketing.

Specifically interested in mobile sales solutions on on smart phone, handheld and tablet platforms, but flying to mars would be good too.

20 years Software Engineering - Client-server mobile computing, graphical design, user interfaces, and Obj Oriented development.

10+ years Mobile and Hand-held Computing - User interface expert in hand-held computing. Defined operating environment for tablet computer for mobile field force.

15 years Product & Project Management - Creator and leader of teams and technical infrastructure. Authored technical & marketing specifications and performed numerous presentations in the technical marketing community.

5+ years Wireless Communication - Developed and defined wireless network solutions and marketing requirements. Expertise in wireless LAN and data networks such as 802.11, Bluetooth, and 900 Mhz technologies.

Specialties

Apple Certified Support Professional 10.5, Web Programming (HTML/XML, Javascript, Flash, PHP), Applications Software Programming (C, C++, Objective C, Ada). Strong background in Object Oriented design and development environments. Marketing and Technical Support (Software Development Kits, Applications Frameworks, Technical Support Staff management, Solutions & Developer Evangelist, Product & Project Management)

Experience

Technical Marketing - Real Estate Sales at Wanderbook

July 2003 - Present (5 years 7 months)

Developer and integrator of marketing, contact and sales automation solutions for real estate professionals and small businesses using web programming and mobile technologies. Clients include Alain Pinel, Windermere and Century21 mostly in conjunction with my wife's successful real

estate practice (KellyAgent.com).

Web Developer/Marketeer: html, php, javascript, ads, newsletters, brochures, campaign mail lists, developed neighborhood sites (allaboutcampbell)

Mobile Systems Integrator: smart phones, Tablet PC, Real Estate specific software and wide area area and local wireless solutions for Realtors

- Apple Certified Professional, Certified Technical Coordinator

Product Architect at Wanderbook

June 2001 - November 2002 (1 year 6 months)

Co-founder along with former AT&T managers. Product designer of Wanderbook, a wireless webpad for mobile sales professionals, designed with user interface software based on licensed technology from AT&T/Lucent.

Senior Member Of Technical Staff at Deskin Research Group

August 1998 - May 2001 (2 years 10 months)

Magicbubble - Project Manager and Product developer of proposed 802.11 standard for embedded device communication with commercial applications.

Global SMS/Leo One - Project manager and developer of the application interface and development framework for Leo One, a Satellite based data network, targeting SCADA, Telematics, and many other industry specific solutions.

DCASS - Developed satellite controlled spectrum/frequency management software, and a simulation model demonstrating feasibility for FCC regulatory purposes on the Leo One project.

VP of Software Development at MobilePoint

November 1995 - July 1998 (2 years 9 months)

Organized and managed an engineering and technical services group developing a mobile sales force solution for large companies such as Bristol-Meyers Squibb and McKesson based on tablet PCs. Project management and architect of the application framework, product design, and customizations including organization and supervision Q/A, product release and roll-out and deployment.

Senior Member of Technical Staff at Deskin Research Group

November 1994 - November 1995 (1 year 1 month)

Managed and supported entire implementation of McKesson Sales Force Automation System.

Developed document/fax retrieval on mobile tablet. Project Manager for a large mobile client/server system for remote military communications.

OS Group Manager at AT&T

November 1992 - 1994 (2 years)

Software Systems Manager a group responsible for development and marketing of software and

hardware using the Personal Communicator platform (the world's first generation of smart phones) based on AT&T's Hobbit Microprocessors. Helped deliver and support software development kits to Software Developers and OEMs building a variety of solutions all targeted at mobile field forces and professionals. Co-founder of a world-wide developers group, acted as technical liaison between AT&T corporate and its corporate partners, and eventually evolved into product manager of the productivity applications group within one of AT&T's subsidiaries.

Technical Consultant at Obvion

August 1991 - November 1992 (1 year 4 months)

Obvion was my own company, I designed and developed an Object-Oriented analysis & design drawing application tool for tablet and large display devices. Consultant for various applications within Syntex, created a tutorial generation package for a multimedia design group.

Technical Consultant at Rational

September 1989 - July 1991 (1 year 11 months)

Provided software engineering consultation, support and training for technical representatives and customers using Rational's Object-Oriented analysis/design products. Early significant contributions to product teams developing integration products for Cadre Teamwork, Rational's Object-Oriented CASE tool, and C++ training workshops.

Senior Member of Technical Staff at ESL/TRW

1988 - 1991 (3 years)

Designed and developed the user interface implementation of command and control system for remote piloted vehicles. Also responsible for team software practices and standards methods, including introducing and training Object-Oriented technologies and techniques. Performed numerous successful customer reviews and presentations.

Sr. Software Engineer at GTE

1985 - 1988 (3 years)

Designed and developed user-interface and equipment control software of a large signal processing system. Early pioneer of object-oriented design techniques using Grady Booch's (Rational) methods, where I developed helped design GTE's Object-Oriented Programming Support Environment. Provided training and leadership in software engineering and object-oriented techniques for over 200 engineers. Received publishing and presentation awards for contributions relating to Object-Oriented software engineering.

Education

California State University-Dominguez Hills

BS, Computer Science, minor in Business, 1983 - 1985

Activities and Societies: While pursuing my Computer Science degree I worked full time as programmer for more than two years at Beckman Instruments. Working with veteran software consultants, I became adept at software engineer methodologies implementing custom data entry, database management, and report generation packages for a hospital laboratory management system. I also developed automated test and quality assurance programs.
Beckman Instruments, Brea, CA

Interests

user interface research, real estate, wireless communications, basketball (coaching), guitar (teaching), music recording, web designing, video editing

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[Contact Clayton E. on LinkedIn](#)