

Greg Thompson

Cloud, Multimedia & Network Solution Architect

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Professional Summary

Experienced analyzing, designing, and developing a wide variety of applications, leveraging AWS cloud, multimedia, mobile, software and network technologies. Skills include building, motivating and leading engineering teams, working across departments, business development, plus patent and M&A experience.

- **Effective** in both large organizations & start-up environments defining market and product requirements, analyzing companies, technologies, strategies & markets, architecting, developing, & communicating complex hardware/software/networking systems. Led, motivated, taught and mentored others.
- **Certified expertise** in AWS cloud services having architected and built multiple solutions for enterprise and startup companies either as CTO, Sr. Director or as a consultant. Looking for new local opportunities to have a positive impact and foster innovation by leveraging modern cloud-based technologies.

Experience

i-GATE Innovation Hub & Thompson Multimedia Engineering, Livermore, California,
Venture Advisor, Business & Technology Consultant, (Jan 2013 to present, www.tmmeng.com)

Bishop Ranch Intelligence Innovation Accelerator (BRIIA), San Ramon, California,
Mentor & Technology Consultant, (Jun 2017 to present, briia.io)

Mentoring and providing high tech consulting and development to emerging companies including:

- **NovaSolix Inc.** (Feb 2016 to Jan 2017) – Designed and built an automation control system in Python for a Carbon Nanotube growth furnace for an advanced next generation solar cell startup.
- **Cinespots Inc.** (May 2014 to Dec 2016) – Developed an Internet-based content distribution & pre-show system for digital cinemas. Node.js on AWS backend communicating to Raspberry Pi 3s in the theaters.
- **Trunomi Inc.** (Feb 2016 to Nov 2018) – Optimized the AWS-based design of their GDPR solution for European Banks. Also a member of their architecture advisory board subcommittee.
- **Terravion Inc.** (Aug 2013 to June 2014) – Kick started their high-resolution aerial imagery service for viticulture/agriculture developing image registration and processing services using Node.js on AWS generating Google Map tiles and registered GeoTIFFs for fast browser access and customer download.
- **Proskauer** law firm (Jan to Mar 2016) – Expert witness defending Tyco/Exacq in a video conferencing patent case supporting an US PTO Inter Partes Review (IPR).
- **Jones Day** law firm (Apr to Sept 2013) – Successfully defended Zynga in a patent infringement case as an expert witness, reviewing Zynga games source and developing non-infringement arguments.

Convergence CT, Honolulu HI, **CCT Labs**, Livermore California, (Apr 2017 to Nov 2019)
Chief Technical Officer (CTO) and CCT Labs Executive Director (www.convergencect.com)

Technical leader expanding its business of developing clinical data warehouses for healthcare in the U.S., Japan and China through development of a Global Healthcare Data Network supporting live federated access to de-identified patient data. Building upon AWS services including Cognito, EC2, DynamoDB, Lambda, API Gateway, ALB, CloudFront, WAF, GuardDuty and others, it supports SAP Lumira, BI Platform, and RStudio Pro applications accessing SAP HANA SQL databases from secured “sandboxed” environments, providing a secure and audited platform to foster Real-World-Evidence based research.

Futurewei, Santa Clara, California, (Nov 2010 to Nov 2012)
CTO for Multimedia, Global CTO Office

Multimedia expert working with Matt Bross (CTO) & John Roesse (VP R&D), providing direction in:

- Market, technology, standards, architectural directions, partnerships, and M&A analysis.
- Attempting to drive innovation & collaboration across Huawei Business Units.

Thompson Video Consulting, Livermore, California, (Oct 2008 to Nov 2010)

Consultant

Technology Consultant to Cisco Business Units DMSBU and MXABU on the following projects:

- *Digital Media Players* – Added features to support sports and enterprise video applications.
 - *Media Processing* – Developing the MXE-5600 scalable platform to transcode real-time HD streams.
- Also IEEE Internet Computing & Computing Now guest editor for May/June 2009 special issues on IPTV.

Cisco Systems, Inc., San Jose, California, (Sep 2003 to Oct 2008)

Senior Director and Chief Video Architect

Video expert providing technical, architectural, standards and market analysis for Cisco Business Units developing video, VOD, and IPTV products for Service Provider markets. Efforts included:

- Cisco's EdgeQAM, VQE & CDS video server, and Comcast's RNG Set Top Box developments.
- Organized Video Architecture Summits to foster cross-Business Unit video development collaboration.
- Co-chaired Cisco's IPTV standards efforts in ITU-T, ATIS-IIF, & DVB standards organizations.
- Evaluator and participant in three Cisco acquisitions including Scientific Atlanta & Arroyo.
- Speaker at Cisco-Live Networkers, SMPTE, NABA, NTCA, SCTE, & IEEE CES conferences.

nCUBE, Foster City, California, a Larry Ellison company, (Mar 1993 to Sep 2003)

CTO, Director of Product Management & Engineering

Directed R&D of MediaCUBE video server products for HFC cable, ATM, and Internet IP environments, starting with British Telecom's & Bell Atlantic's VOD-over-ADSL trials in 1993.

Interlink Computer Sciences, Inc., Fremont, California, (Feb 1983 to Mar 1993)

Co-Founder, CTO, and Sr. Engineer

Lead architect and developer of DECnet & TCP/IP solutions for IBM MVS and VM mainframe systems. Company grew to \$28.4 million in revenue, 180 employees by 1991 & went public (NASDAQ: INLK). Led design & development of the DATAstore, SNS/SNAPATH, SNS/Link-VM & 3711 controller products.

Digital Equipment Corporation, Santa Clara, California, (Jan 1978 to Feb 1983)

Principal Software Specialist and Consultant

Performed consulting, pre-sales, and customer support for DEC's Western Region including:

- Consulted to LLNL in design of ATA accelerator control system, National Semi. for DataChecker, U.S. Navy in com. systems, and NASA/Ames supporting DECnet, VAX/VMS and RSX-11 systems.
- Taught VAX/VMS Internals and Device Driver courses, Developer of DECnet virtual terminal support.

Education

Stanford University, Stanford California

Stanford Certificate in Advanced Project Management (SCPM)

Massachusetts Institute of Technology (MIT), Cambridge, Massachusetts

B.S. in Computer Science and Engineering

- Head TA for Sloan school's 15.571 Operating Systems graduate course while a sophomore.
- Lead developer of the Guinness-recognized first multiplayer networked computer game Maze War.

Industry Certifications

AWS Certified DevOps Engineer – Professional

- Validation number JFT192YCKMVEQWCQ, Expires Dec 2021

AWS Certified Solutions Architect – Associate

- Validation number V6R4YMS2DBBE1690, Expires Jan 2022

AWS Certified SysOps Administrator – Associate

- Validation number XTR87N4KBMR11W9M, Expires Dec 2021

AWS Certified Developer – Associate

- Validation number 1DZWY8C1J1BEQY58, Expires Dec 2021