

PAUL T. BARHAM

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SENIOR PROGRAM MANAGEMENT / ENGINEERING / RESEARCH AND DEVELOPMENT **Software, Technology, and/or Professional Services Markets**

High technology lead plus individual contributor with successful achievements and experience in designing, developing and delivering large-scale software products and systems as well as professional technical services. Results driven entrepreneur with skills and strong experience in program management, product specification, software development, strategic development and partnerships, new business development, and research and development (R&D) management. Highly qualified leader, team builder and mentor with a software development background and demonstrated abilities functioning in a fast-paced and highly-independent environment managing diverse virtual and distributed teams with strength in communicating across groups, divisions and to management.

- Program Management
 - Product Definition and Specification
 - Business Intelligence
 - Internal and External Resource Management
 - Agile Software Development Management
 - Team Building and Leadership
 - Budget and Schedule Management
 - Strategic Planning & Execution
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PROFESSIONAL QUALIFICATIONS

- Over 21 years defining/specifying, developing, managing and delivering complex packaged and service-based software solutions with 5 years of university teaching, 4 years of U.S. Government R&D simulation software development, and 12 years of applied industry experience designing and developing large software systems using object-oriented (mostly C++), cross-platform approaches.
- Over 15 years managing, leading and mentoring software, hardware and system engineering teams including distributed and virtual teams and contractors. I, along with my teams, designed, developed and fielded complex industry-leading, PC-based, integrated hardware/software training systems (featured on CNN and Discovery Channel for being novel and bleeding-edge). Experience with agile methodologies and full understanding of the software development life cycle (SDLC).
- Over 13 years R&D and program management experience, operating with little or no management direction and oversight, effectively:
 - designing and specifying software product features;
 - interfacing with customers to gather requirements, maintaining proactive and positive communications, and managing expectations;
 - clearly prioritizing activities with a focus on measurable results;
 - establishing, tracking and managing costs, resources and schedules;
 - maintaining and promoting clear and precise communications and reporting across groups, divisions and to executive management;
 - managing multiple concurrent and complex projects and programs;
 - establishing and maintaining productive internal and external partner relationships;
 - building programs from concept to final implementation and fielding; and
 - preventing and minimizing issues and impacts by proactively anticipating bottlenecks and potential problem areas.
- Over 8 years serving as group program manager leading and directing up to 4 other PMs to manage all Government programs for a corporate group/division including overall budget accountability, hiring, dismissing, training and mentoring .

PROFESSIONAL BUSINESS EXPERIENCE

Amazon.com

March 2009 – Present
Seattle, WA

Senior Technical Program Manager

As a key member of the Global Payments Platform team, advancing one of the web's most scalable, reliable, and secure payments platforms that processes tens of billions of dollars in transactions, in 14 currencies, across 6 regions, leveraging 7 different payment methods. Driving force collaborating with business and technical teams around the globe to deliver world-class solutions that are highly scalable, secure, and flexible - all while maintaining a strong customer focus.

Microsoft ACES Game Studio
Excell Data Corporation (Contractor)

November 2008 – January 2009
Redmond, WA

Program Manager

Technical Program Manager worked in the ACES Studio on the ESP simulation platform (www.microsoft.com/esp) defining product functionality and leading feature teams to create product upgrades using agile development methodologies. Coordinated with business development and sales to understand customer requirements then convert these requirements into clear and concise product requirements. Used these requirements to build product specifications and then lead the feature team to implement and test. The entire ACES studio was closed during Microsoft downsizing due to the weak U.S. economy.

Advanced Interactive Systems, Inc. (AIS)
Reality by Design, Inc. (RBD) Subsidiary

November 1996 – November 2008
Seattle, WA & Monterey, CA

RBD Director of Emerging Technologies (11/96 - 6/99), RBD Vice President of Engineering (6/99 – 10/03)

RBD Director of Government Programs (10/03 – 12/05), Director, RBD and FSS Boards (11/06 – 7/08)

AIS Corporate Vice President of Strategic Development (12/05 – 11/08)

Established and lead new RBD divisional office, built customer relationships, created new business and lead software design and development efforts for newly hired staff. As lead program/product manager, lead the design, specification, implementation and fielding of *Soldier Visualization Station (SVS™)* the world's first PC-based first-person shooter, virtual simulation commercial product. Worked with two other owners to grow fledgling business from 3 to 24 employees and from \$0 to \$3M in annual revenues in three years.

Managed and lead distributed and virtual R&D software, hardware and systems engineering teams for RBD spanning three geographic locations. Continued serving as lead R&D manager for SVS™ obtaining over \$10M in Government R&D funding, working with the customer to define product features, and managing software engineering team to implement and deploy the product. Formed and managed teaming and partnering agreements with large system integrators. Together with two other owners, negotiated sale of RBD to AIS in November 1999.

Managed all government programs for RBD subsidiary as the group program manager (PM) guiding and mentoring other PMs and project managers/engineers within a matrix organization on complex and multiple concurrent programs. During tenure, managed and lead over 35 U.S. Government funded programs.

Working directly for and with the AIS CEO/President and senior management team, created, documented, and implemented corporate-level (i.e. cross divisional) global growth and value creation strategies. Lead corporate-wide business intelligence efforts by conducting market research to identify competitors, potential strategic partners and acquisition/merger targets.

Naval Postgraduate School
NPSNET Research Group, Computer Science Department

February 1993 – November 1996
Monterey, CA

GS-13 Supervisory Computer Scientist (12/95 – 11/96), GS-12 Computer Scientist (05/95 - 12/95)

GS 11 Computer Specialist (02/93 - 05/95)

Served as program manager, technical lead, senior software architect, computer lab manager, and lead software engineer for *NPSNET-IV*, an open-source, Distributed Interactive Simulation (DIS) compliant, object-oriented, visual simulation system consisting of more than 100,000 lines of C++/C code developed at NPS and written using IRIS GL/Open GL and Performer.

EDUCATION

M.S., North Carolina State University, Raleigh, NC
Master of Science (with thesis) in Computer Science, GPA: 3.75
Computer Graphics Concentration, Mathematics Minor
Honors: Outstanding Graduate Teaching Assistant (twice)

B.S., North Carolina State University, Raleigh, NC
Bachelor of Science in Computer Science, Magna Cum Laude, GPA: 3.73
Honors: Phi Kappa Phi, Upsilon Pi Epsilon, Pi Mu Epsilon, Academic All American

PROFESSIONAL AFFILIATIONS

PMI – Project Management Institute
ACM – Association of Computing Machinery
ACM SIGGRAPH – ACM Special Interest Group for Computer Graphics (Pioneer)
IEEE – Institute of Electrical and Electronics Engineers
IEEE Computer Society

COMMUNITY SERVICE

Volunteer Firefighter – Falls Volunteer Fire Department, North Carolina
Deputy Chief (1 year), Captain (7 years), Active Member (10 years)
Daughters of the American Revolution (DAR) Good Citizenship Award

PROFESSIONAL PUBLICATIONS

25+ published conference proceedings and professional journal papers

List Available Upon Request

Most searchable at <http://scholar.google.com/scholar?q=Paul+T.+Barham&hl=en&lr=>

REFERENCES

List available Upon Request

Linked In Profile: <http://www.linkedin.com/in/paultbarham>