

Damien Stolarz

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Highlights

- Consistently anticipated emerging technology trends
- Helped create and execute on long-term technology strategy for several companies
- Co-founded and managed all aspects of several online technology companies including marketing, project planning, development and execution
- Helped write, close and deliver on software contracts for major technology companies
- Raised several multi-million dollar rounds of venture capital before and after .com bust
- Authored four books and many articles; paid international speaker on digital media

Employment History

- Consultant, Perceptive Development** (<http://www.perceptdev.com>), Los Angeles, CA 09/07-present
- Architected solutions for numerous domestic and international clients in the areas of iPhone application development, mobile video, web and television auction platforms, retail management, user interface design, and stereoscopic television
- Founder, President, Robotarmy Corp.**, Los Angeles, CA 12/02-present
- Architected and delivered wide range of new-media software and hardware projects including iPhone integration hardware, human-machine interfaces for mobile and automotive application, hardware prototypes for home theatre control, motion control systems for cinema, stereoscopic television, GPS-based geolocation, video e-commerce, Internet video delivery systems, and peer-to-peer video delivery
 - Provided extensive intellectual property consulting and patent analysis
- Founder, CEO, CarBot, Inc.**, Los Angeles, CA (acquired by MP3Car, Inc. in 2005) 06/03-10/05
- Founded, funded, and assembled executive team
 - Launched in-car computer product (the “CarBot PC”) which was the first product to provide digital music, rear-seat video, and email using software text-to-speech
 - Co-designed human-machine interface for the CarBot PC software
 - Developed and implemented PR initiative that received press coverage in *New York Times*, *USA Today*, *FHM*, *Rides Magazine*, and local newspapers
- Co-Founder and Chief Technology Officer, Static Online, Inc.**, Los Angeles, CA 09/95-11/01
- Chief Software Architect, Blue Falcon Networks** (was Static Online) 11/01-10/02
- Hired and managed team with four report-to managers and twenty engineers to develop three software product lines
 - Architected peer-to-peer content delivery systems for online live radio and video, downloadable media files, and enterprise video distribution
 - Designed and co-wrote online multiplayer “game synchronization toolbox” to rapidly add a multiplayer LAN or online component to games
 - Managed implementation of multiplayer gaming into several Psygnosis, Sony Computer of America and Fox Interactive game titles, including Wipeout XL, Destruction Derby 2, Assault Rigs and Alien vs. Predator

Education

B.S. in Computer Science/Engineering, UCLA
UC Regents Scholar

Publications

Book: *iPhone Hacks* (O'Reilly; 2009)

Book: *Videoblogging and Podcasting* (Focal Press, 2006)

Book: *Car PC Hacks* (O'Reilly, 2005)

Book: *Mastering Internet Video* (Addison-Wesley, 2004)

Magazines: *Popular Science*, *Make*;, *Streaming Media Magazine* (columnist 2005-2008)

Buzzwords

iPhone, mobility, GPS, geolocation, navigation, infotainment, telematics, Narrowcasting, rich media, location-based services (LBS), WiMax, 3G/4G, podcasts, videoblogs, streaming media, peer-to-peer (P2P), content delivery networks (CDN), MPEG-4, 12V, personal navigation devices (PND)

Standards Groups

Member, Digital Living Network Alliance (DLNA)

Lead participant (2006-07) in Automotive Task Force; co-authored white paper on in-vehicle standards

Committee Member, Intel-founded Peer-to-peer Working Group

Elected member (2001-02) of Technical Architecture and Steering Committees