

Paul E. Stoaks

Summary of qualifications

- 20 years experience creating software applications for EDA & Systems Engineering industries using C++ under UNIX and Microsoft Windows.
- 7 years experience building and managing high performance software engineering teams.
- 11 years experience developing and applying modeling and simulation software for systems engineering efforts.
- Very knowledgeable of systems engineering, electronics engineering, electronics design automation, electronics system fabrication (IC to system) and software defined radio.
- Catalyst for creativity and teamwork in any product development environment.
- Current Security Clearance

Work experience

2003 – Present [Stoaks Software Development](#)

Independent Consultant / Contractor

- OpenGL 3D game development for Apple iPhone. Client BluMtnWerx. See <http://www.blumtnwerx.com>.
- JTRS software defined radio platform and waveform performance modeling and analysis using Foresight. Client: Boeing
- Foresight system modeling and simulation tool development and support. Client: Foresight Systems M & S. See <http://www.foresight-mands.com/>
- Developed control application and GUI for USB AM/FM radio using Visual C++. Client: Griffin Technology. See <http://www.griffintechology.com/products/radioshark/>.

1998 - 2003 [Foresight Systems, Inc.](#) Austin, TX

VP Engineering

- Responsible for software development activities across three geographical sites and two product lines (~15 software developers.)
- Responsible for technology and product road-mapping.
- Provided systems modeling assistance and training to Foresight customers.
- Assisted sales and marketing in constructing collateral, communicating value to potential customers, and consulting with prospects to identify the best solution for their needs.
- Software development in C++ and Java.

1995 - 1997 Savantage, Inc. Austin, TX

Senior Software Engineer

- Senior engineer responsible for design process integration for the SavanSys System Design Planning tool. Responsibilities included requirements identification, specification, design and implementation of interfaces between SavanSys and other EDA design tools. Worked closely with customers to identify requirements and support tool usage.

- Proposed and lead development for Windows based physical virtual prototyping application. Responsibilities included product definition, requirements gathering, specification and prototype development. Represented this effort internally and externally.

1989 – 1995 Mentor Graphics Corp. Wilsonville, OR

Software Developer & Engineering Manager

- Directed IC layout tool product development. Duties included building and managing a team of 15 software engineers and 3 QA engineers in addition to setting product development priorities and software project management responsibilities.
- Contributed to marketing and strategic planning activities for IC division. Responsibilities included market segmentation, needs analysis, budgeting, and gap analysis.
- Successes included significant improvements in the quality, performance, and functionality of the IC Station product and continuous improvement in software development processes. Turned around team morale, product acceptance in market, and ROI. Cooperation with customers and product teams across the company resulted in a strong knowledge of IC design processes, tool needs, and customer driven product development.
- Participated as developer on IC layout tool using C++ on Solaris and HP-UX platforms.

Education 1982 - 1986 Eastern Oregon State College LaGrande, OR

BS Physics

- Attained BS in Physics with emphasis on solid-state physics and electronics.
- Heavy minor in Computer Science

Publications: Stoaks, Paul and Peter Sandborn, 1997. "Modeling the Impact of Packaging During High-Level System Design: The Integration of Physical Partitioning Into Virtual Prototyping", Proceedings of the High Level Electronic Systems Design Conference, pp. 197-204.

Ragan, Sandborn, and Stoaks, 2002. "A Detailed Cost Model for Concurrent Use With Hardware/Software Co-Design", Proceedings of the 2002 Design Automation Conference.

Memberships: INCOSE

Hobbies Music, Motorcycles