



The

GREATEST

Portfolio

Featuring over
25
Years of excellence

that

ANYONE ALIVE
HAS EVER LAID EYES UPON



**I MEAN
SERIOUSLY,
THE COVER HAS
MY ALL-SEEING EYE**

**YOU MUST ADMIT,
THIS IS PRETTY EPIC!**



QUAID LECKEY
PROUDLY PRESENTS

FOR MORE INFORMATION ABOUT MR. QUAID, PLEASE VISIT WWW.QUAIDLECKEY.COM



DUE TO THE NATURE OF MY WORK,
MUCH OF WHAT I DO IS HANDS-ON,
PROJECT DRIVEN ASSIGNMENTS .

THIS MAKES A PORTFOLIO THE BEST
WAY TO REPRESENT ALL THAT I HAVE
ACHIEVED, HOW I'VE HELPED SMALL
BUSINESSES THRIVE AND DOCU-
MENT ALL THE CREATIVE OUTLETS
I HAVE USED TO EXPRESS MYSELF
OVER THE YEARS.



GREETINGS

(OR HOW I LEARNED TO STOP WORRYING AND EMBRACE THE ALL-SEEING, ALL-KNOWING FLOATING EYE ENTITY)

I have been a successful technology consultant and director of a group of high-impact brands for over a decade now and as a creative individual, I needed a journal to keep track of my accomplishments and some of the more 'awe inspiring' projects I have personally been involved with.

Much of the work I do is hands-on, and project driven, which makes this portfolio the best way to represent all that I have achieved, how I've helped small businesses thrive and document all the creative outlets I have used to express myself over the years.

From a business perspective, I have experience in all types of commercial operations, from small retail to large corporations, and have used this experience to channel into my own business.

What I have found over the years, is I consider myself goal focused - I don't spend my time worried about how something will benefit myself, or my business - if there's a job to be done, I will attack it head-on & battle the obstacles until the desired outcome is achieved.



I enjoy coding and so far I'm fluent in:

- PHP + SQL + JS + HTML / CSS
- LUA / C++ / C#
- DELPHI / OBJECT PASCAL
- VARIANTS OF MACHINE BASIC

I'm proficient in other similar languages and can usually work out the ins-and-outs of any new language after a binge weekend of consuming documentation (+ Red Bull) and putting something practical together.

I also have a wealth of experience in pretty much all aspects of computing from 3D + CAD Modeling to maintaining VoIP networks

In my spare time, I dabble with

- PHOTOGRAPHY
- PLAYING GUITAR
- COMPOSING MUSIC
- PLAYING (OR MAKING) GAMES

Otherwise I'm grabbing a decent cup of coffee with my wife.



TASTY TECHNICAL SKILLS

BOREDOM PRESENTS

RETRO • ARCADE • ACTION

COAX

I MAKE GAMES!

PC / CONSOLE - 2D + 3D - MOBILE

+ MIDDLEWARE / ENGINE CODING

FUN 4

ALL AGES!

PLAY

NOW



ELITE
RAIDERS

AGS
DEFENDERS

COAX

ADVANCE

FOR MORE INFO VISIT: WWW.VAMBRACESOFTWARE.COM



RGS: Elite Raiders is a modern take on the video games I enjoyed growing up.

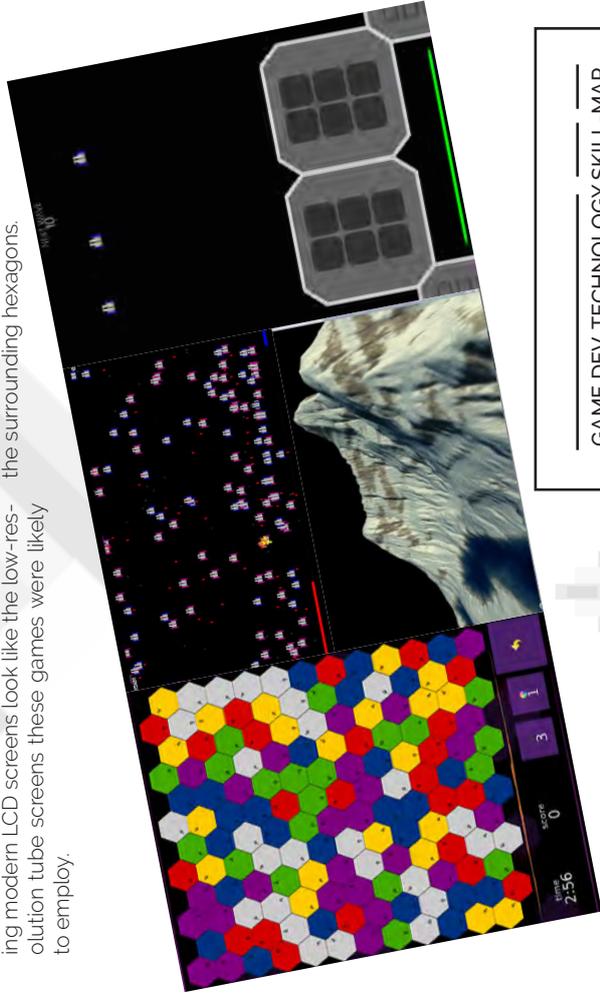
The bold, crisp graphics were designed to evoke feelings of nostalgia and the salient audio effects perfectly emulate the sound processing hardware of venerable arcade classics.

As a fan of the technology behind television, I included interlacing simulation - this ensures the complete arcade feel is captured, by making modern LCD screens look like the low-resolution tube screens these games were likely to employ.



Anyone looking to challenge their mind and tune their mental prowess, should check out Coax:Advance, a brand new, completely original puzzle game - I developed from scratch.

The game centers around shifting colored hexagonal tiles into place to form rings of the same color. Each tile can only move in the direction it's facing and will swap places with anything in its path when tapped. The trick is to create rings by pushing and pulling tiles using the surrounding hexagons.



Canyon Hawk

A test 6-degree of freedom combat flight simulator project for a new 3D Engine I have been developing in my spare time. It features ultra-realistic landscape modeling and a fully immersive flight system. Unlikely to ever be released as a commercial product, it has never-the-less proven to be an invaluable learning experience for me.

GAME DEV. TECHNOLOGY SKILL-MAP

UNREAL ENGINE / UDK • IRRLIGHT
A8 (CONITEC) • C4 ENGINE • XNA
GML (GAMEMAKER) • LUA
HTML5 + JS • MONOGAME • C++
COCOS-2D • C# • MACHINE BASIC

XBOX 360 • ANDROID • MAC OS X
WINDOWS (PC + PHONE)
PLAYSTATION VITA • DREAMCAST
LINUX • ARCADE • RETRO

侵略が現実に来る

BEWARE ROBOTS



FOR WE GAVE

THEM EYES!

(OPTICAL PROCESSING / MACHINE VISION)

Machine Vision

In an ongoing study into how machines interact with the world around them, I've researched many ways for computers and embedded systems to make sense of the objects they encounter.

Looking for ways to automate traffic counting, I was tasked commercially to investigate ways machine object and face recognition could be used to track movements of pedestrians, cyclists & vehicles through busy city areas - including the challenging task of determining movements through shared spaces (where pedestrians can move freely alongside normal traffic).

Since beginning this research, whole service model industries have popped up with similar goals, with my work as an individual sitting on-par (or surpassing) the work of entire development teams (sometimes in less time than the "competition").

In addition to traffic modeling, I've developed several mathematical theories regarding ways of optically recognizing objects (with potential uses in robotics, safety and factory automation). I'm nearing completion a way to optically detect spot fires on security footage (before they gain enough heat to set off sprinkler systems and potentially damage equipment or structure).

As part of this research I'm now well-versed in the realms of image and video manipulation, as well as technologies such as OpenCV and even developed a few of my own pixel-level processing algorithms.

One interesting side-project I put together was a way to read optically embedded timestamps in security footage that lacks meta-data.

Automatic License Plate Recognition

A few years ago, I was approached to take part in an emerging field - using technology to enable large scale traffic surveys. The company that led this movement, hired me to replace an aging way of doing things and I've worked on any new project they've offered ever since.

To study how traffic moves over a large area, they wanted to use something that every car on the road has: the license plate.

Typically, they'd travel to the area they'd like to survey and write down the time and number plate of cars as they passed each person. Nothing inherently difficult, except given they had to staff the area and manually writing data was error prone and led to data loss (particularly when the staff member couldn't catch a full plate in time before they disappeared).

I was tasked with single-handedly replacing that approach. Using relocatable roadside cameras, Using Delphi, I built a piece of software that would "read" each number plate as a car passed on the video - adapted from a ready-made OCR system designed for container ships and developed an algorithm that would weed out any false or useless data. The process of collecting timestamps from video was also automated (using a frame offset calculation to determine the running "clock time" of any events) and a standalone SQLite database containing all the collected data was generated dynamically.

Speed was always an issue, especially considering video processing traditionally took a huge amount of computing resources. The original version took a lab computer approximately 12 hours to process 3 hours of video footage - essentially meaning the customer would load the video and leave it processing overnight. This wasn't a big problem, until the technology started to be used more and more. Their customers started demanding longer and longer surveys, to better analyze traffic flows over the course of an entire day or even up to a full week.

After rewriting the project in C++ and leveraging modern frame extraction techniques to squeeze as much performance out of the machines as possible, I managed to cut processing time down to mere fractions of the original processing speed.

The inverse is now possible: 12-hour surveys take less than 2 hours to process to completion.

By matching number plates across multiple sites, the customer can provide local city councils with the information they need to make informed decisions about the road network, particularly when it comes to monitoring travel times during peak hours.

QUAID LECKEY



HARDWARE ENGINEER



SMALL ELECTRONICS

I'm able to prototype small electronics from scratch and incorporate them into larger projects or send away to have them fabricated as completed standalone boards.

Experienced in industry standard prototyping platforms such as Arduino, TI Launchpad and can design new boards from scratch.



EMBEDDED SYSTEMS

When low energy, high processor boards need to be integrated into a product, I have extensive knowledge squeezing the best performance from hardware.

I've worked with a multitude of platforms, from nVidia Tegra to Beagleboards, and have experience in both the Linux OS and hardware integration side of things.



NETWORKING / DC

If large scale industrial / data-center installations are the order of the day, give me a call.

I started out working with conventional hardware, stringing network cables around the office, or tearing the side off my workstation case to test some esoteric piece of equipment).

Don't let my software credentials sway you, I'm just at home up a ladder fiddling with a remote sensor on the side of the road, or soldering together a prototype PCB for a custom install.

Phone 0800 33 88 36
Visit <https://quaidleckey.com/>

Hardware Development

I've always been fascinated in electronics design and engineering and over the course of my career, multiple opportunities have arisen for me to incorporate custom designed hardware into my software projects.

I'm familiar with larger capacity mini-computer style SBC designs (such as the Beagleboard Series, the nVidia Tegra platform and Raspberry Pi) and I've also developed fully custom devices from the circuit board level and have used Texas Instruments micro controllers extensively.

One of the most intensive custom hardware projects I've worked on, required the development of a low-power WiFi / Bluetooth radio sniffer that integrated storage, 3G cellular communications and GPS into one device. I prototyped a complete unit using a TI Launchpad (MSP432) and working on low-level code in TI's Code Composer, which allowed me to take precise power draw measurements from the debugging headers. Once assembled and tested I designed a circuit board, which was sent off to a fabrication house in China to become a finalized product.

Another project I have worked on is a custom 'jack-of-all-trades' modem that can be deployed in a variety of applications. The original design spec required a flexible array of WAN connection options (from 4G cellular to connecting local Ethernet devices to a re-broadcasted WiFi signal).

In order to fulfill the flexibility requirements, I turned to OpenWRT as a base operating system and built application specific code on top. The hardware was again manufactured by a supplier in China and has become a fully-fledged M2M platform that solves many problems with a single, easy-to-deploy unit.

Camera Development

I have been involved in the development of several camera's and video capture devices, designed to get the most out of extremely low power situations.

My experience here goes from purely software based (running an automated field camera on a small embedded linux board) to designing complete camera motherboards using sensors modules from OmniVision.

Using my knowledge of recording and storage formats, plus my hardware knowledge, I'm able to bring a unique skill-set to the table, replacing the need for several specialists.

Arcade / Console Hardware

Like any self-respecting programmer, I've always wanted to own my own Arcade Cabinet. Since my wife wouldn't let me keep one in our tiny apartment, I made it a business venture and designed cabinet ready JAMMA versions of my own games.

I'm also a registered Sony & Microsoft developer and have had experience working with their consoles (as well as a few retro consoles in a hobbyist home-brew capacity).

High Frequency GPS Tracking

Another project built for quick turn-around was a complete, integrated system to provide live vehicle tracking at a much higher sample frequency than existing, market ready products.

This system used a small embedded computer and High Accuracy GPS / GLONASS receiver that captured satellite data at 10hz paired with a small Linux Single Board Computer.

To test it, I placed it on the dashboard on a trip back to my apartment and was able to collect a large amount of useful information, including the average speed for small segments of my journey (as low as a half a meter apart).

When the client deployed the system in a commercial vehicle, their journey was visible in real-time with the indicator changing color depending on the speed they were able to reach. A "trail mode" was enabled to see the historical journeys overlaid on a map, which helped to highlight the congested areas of the road network.

I am currently awaiting further results, but the client plans to be able to modify the unit slightly to enable gathering of information that aids in aerodynamics testing (by analyzing the low-level information when traveling at different altitudes and gradients).

QUAID LECKEY PRESENTS



VIDEO

...PROCESSING...



FEATURING **MPEG1/2+4** AND **AVI**

ALSO STARRING STRONG BACKGROUND PERFORMERS, SUCH AS:
GSTREAMER | V4LINUX | MPLAYER + DVB-T / S!

Video Processing

During the course of my work, the need to process video footage in various forms has had occasion to materialize in several instances.

I have in-depth experience with the MPEG1/2, AVI and MP4 formats and have extensive knowledge with MPlayer, v4linux and GStreamer. When I need to process individual frames and analyze the images on a pixel level, I either run a decoder and process the raw output or embed a video engine into an application.

For one of my clients, I solved an issue that saves them several hours of manual work per job. They use dozens of standard Sony cameras which use a propriety format for storing their timestamps. To calculate the time of any given frame, they need to know the start time of the video & the number of frames elapsed (or the frame rate and number of seconds elapsed).

Sony's own software would take an hour to process each video file to produce a time-code list, which they can then use to calculate offsets from. After contacting Sony to see if they had an existing solution, I garnered their permission to reverse engineer the file format to extract their time-stamp.

By changing each byte of the file one-by-one and running it through the known timecode extractor, I located the section of the file that contained the information I needed. The storage format wasn't human readable however and any standard way of decoding the 5-byte section wouldn't work.

Logically, I changed the bytes to 0 and re-ran the propriety extractor, studied the output and then re-ran it after changing all the bytes to 0xF and studied the difference. I was then able to devise a formula that takes the 5 bytes as 5 individual numbers and then convert them into a standard yyyy/mm/dd hh:mm:ss timestamp. From there I integrated it directly into the video playback software I had created for the client and now they can load the Sony files directly into the previewer.

Broadcast Technology

When I'm not on the clock, I like to dabble with TV & Radio broadcasts. I have studied the way satellite and digital TV signals are transmitted. My wife and I use a media center in our apartment, which I designed to be capable of recording every single digital channel in the country at any time...

While never really imperative, by any means, I approached it as any other system build - I set a clear challenge and then find a way to surpass the parameters.

In this instance, the challenge wasn't whether I could capture every channel (since that's just a matter of catering for the broadcasts), it ended up being more of a challenge to extract raw program guide data from the satellite (before Freeview started open broadcasts).

Another challenge, was integrating a Sky decoder into the mix, which I ended up managing via a custom infra-red handler that mimicked the standard Sky remote, allowing digital recordings while we were away from the house (all a decade before MySky was introduced into New Zealand).

Video Production

As a necessity out born out of needing to create my own marketing materials for my business, I taught myself how to do proper video production using proper tools, such as Adobe Premiere.

I originally wanted to make movies as a kid, and this helped fulfill a life-long dream (even if it isn't the next Hollywood blockbuster).

I've also recently started offering special effects services to companies - touching upon the work needed to put together an eye-popping video game trailer.

While never intended to be a new career direction, I would like to think I can help someone in a similar position as myself remove the green-screen or do some compositing effects on their self-filmed video project.

B I G D A T A

Geo-Spatial Analysis

A large amount of the aforementioned traffic related work is best displayed on a map somehow and figuring out how to effectively display complex data is a challenge I enjoy tackling.

One stand-out example was a custom map I had built for a job, which simply showed how many cars were parked on any given street. Using leaflet.js and OpenStreetMap data, I was able to create a layer object that color coded each road in relation to the cars parked in the last sample period. Red streets had high utilization and Greener colors were relatively free of parked cars allowing the user to instantly recognize problem areas without an in-depth study of the numbers.

Another example was a fleet routing system I put in place for on-site technicians. Given the large number of sites that needed to be surveyed over the course of a year and a map, I built a system that grouped areas together given their proximity. This reduced the number of hours spent driving between locations and allowed the field-staff to spend more time installing their equipment,

increasing productivity immensely.

Knowing my fascination with mapping and finding easily digestible ways of displaying data on a map, a client asked if I would be able to help with a strange case they had come across. In order to determine boundaries for a new farm development, they would usually trace the fence line using geo-coded satellite photography. Unfortunately, no suitable photography existed of the area.

They hired an aerial photographer to fly over and produce geocoded images of the farm in question.

After only a few hours to familiarize myself with the industry standard ArcGIS, I was able to conform the aerial photos to a plain street map and later align the high-resolution images to the low-resolution satellite photography that had been supplied by the local council.

This gave them the ability exact co-ordinates, in the NZ Trans-Mercator format system the council required, of any landmarks and fence-lines that were previously invisible due to the original poor resolution photography. Using this knowledge, I was able

to figure out the best practice techniques of displaying historical data on a map and trained the staff at a small traffic consultancy on the usage of ArcGIS for internal project management.

The client now has a powerful means of visualizing the work they've previously done to understand and predict how roading projects will change the flow of traffic in the future.

I was also asked to help explore ways for local councils to track street furniture assets (such as street lamps, park benches, etc.). I built a quick app that could be installed on a tablet which produced data that could be imported into their GIS registry.

International Transport Portal

The culmination of all my experience in this field, paved the way for an online, browser-based database that is being used by multiple private and governmental organizations to streamline their data analysis.

This system allows users to view locations of physical data-collection devices in the field on a search-able map, and instantly call up real-time or post-captured data.

Multiple data-streams are merged into a set of distilled information that has been deemed most relevant by a back-and-forward consultation period with hundreds of users.

With a goal of being applicable to virtually any user, across multiple backgrounds and positions within huge organizations: the backend tools are capable of importing data from a wide variety of sources and is built on an easy to use PHP core, with a modern HTML5 + Leaflet frontend. jQuery rounds out the user interface libraries.

At last count the database had over 50 billion pieces of data, representing thousands of locations where equipment has been installed. All the data can be sorted, filtered and displayed in a huge array of useful ways, from basic bar charts to advanced multi-trace 3D graphs.

Whole city blocks can be analyzed simultaneously with the advanced area tools, with historical data applied to a sliding scale. Congested city centers pulse with demand and any piece of underlying data can easily be called up for verification or use in a city plan.

Each location has a dashboard view that displays the key characteristics of the site, tailored specifically to highlight the strengths of each device that is installed.

The uptake of this project has sky-rocketed since first deployed and it is being incorporated in more and more organizations around the world.

Each new deployment results in a new and exciting set of features that must be included, and it has been requested to be adapted for multiple sectors, outside of the original design specifications – anywhere from transport to scientific research.

Precise Pedestrian Tracking

Since wireless tracking of pedestrians cannot pinpoint their exact location, a need for a more accurate to portray desirable locations arose (for business associations and councils to determine whether street services are in the right place).

By using temporary surveillance cameras installed in the field and some assisted post-processing, the exact path that a pedestrian follows can be traced on the video. When combined with the movements of thousands of other pedestrians, the pattern of road & crossing usage can be determined and utilized to make urban design more efficient.

I developed a multicast system which allowed one video server to serve multiple processor tablets, running a modified Android system. Each processing team was able to record the position of any targets of interest and place them in the appropriate classification bin.

When it came time to analyze the resulting data, I built a robust toolkit that allows the customer to interrogate the data in virtually any

way they see fit, including time-based filtering, exclusion zones and even image / animation exports to be included directly into their reports.

To complete these components in a timely manner, I built the entire system on C++ / Qt and was an early adopter of the Qt Android port (which has now been rolled into mainline Qt).

Long-Term City-Wide Planning

One of the more involved projects I've worked on, enabled a large, city wide suite of traffic counts be scheduled and properly maintained.

To ensure effective management, I worked closely with the primary contractor to build an online scheduling portal for each contractor to log into and manage their own allocated work, as well as tying everything together in a way that makes sense from a contractor point of view.

It gives them a year-by-year view of everything they have scheduled, and a list of everything that is required as part of the contract. They can also spread out work when necessary, over multiple contractors.

A map view allows a visual summary of which areas need attention and displays the collected data once a survey has been conducted. This view is also open to the local transport authority (who oversee the contracts), which allows them to monitor the progress of the 5-year project, as well as retrieve data for their internal use once it

has been collected.

For each alliance, the teams can see how busy the other contractors are and request work be added to their schedule when necessary. Reporting is also handled on a "per-alliance" basis, showing the contractors how their group is performing, how many issues arose during the last billing period and how many surveys were completed on schedule.

The transport authority for whom the data is collected has also put in place the dawn of a program which opens up their internal database systems for me to link the portal into. This would make a powerful new addition to their work flow, as the data collected from various sites will be instantly available in their planning & consent processes.

The client has indicated that they're also considering requiring this online portal is used by all contractors in the future, as part of their tender bidding process, which I think is a pretty profound outcome for a small piece of software I originally wrote for internal use to help a client manage his projects

Parking Utilization Monitoring

A similar requirement for parking spaces popped up and after an all-night coding session to prepare for a meeting the next morning.

I created a system that determined the occupation of any given parking space, the duration of the vehicle stay and was able to generate a heat map of the high demand spots around a busy CBD area where a new library had just been completed.

A more modern take on this came about when a business association wanted to know how far people had traveled to shop in their local area (as well as parking utilization).

My client had recently ordered a fleet of Android tablets and a complement of high sensitivity GPS / GLONASS receivers.

Making use of the satellite data, I was able to equip staff with a solution that allowed them to act as a sort of faux parking warden. I merged the satellite data (which also has a time synchronization beacon) into a simple to use interface which allows the on-site

staff to record the number plate, type of parking and location of each vehicle.

This all came back to a centralized web server via GSM connection and the customer was able to see in real-time via a PHP / MySQL interface how their parking structures were operating. A little bit of post processing required the number plate data be pushed through the ANPR system to and combined with ownership details from.

An off-shoot of this work was to create a fully automated system that updated the sign-boards at a number of large shopping centers within Auckland.

By using thermal vehicle sensors positioned at the entrances and exits of a car-park, I was able to keep a live running tally that is fed into the on-site sign-boards every minute.

Realtime Traffic Monitoring

Using Bluetooth & WiFi technology

One of my clients was looking for a way to monitor traffic, that is both anonymous and affordable.

They wanted to know if I was able to build a device that could track vehicles on the open road, using checkpoints installed in key locations to gather information on where vehicles were traveling from and ultimately where they end up.

The next problem was, they'd need to use the same system to follow any road users - not just vehicles with nice, easy to read, number plates. I turned to wireless technology.

By asking each Bluetooth device that passed by (either cell phone or hands-free kit) what its unique number was, I could build a sample dataset of road users.

Obviously, this would prove to be a privacy concern, so it would also need to have a secure, irreversible way of generating a new random number for each device in a manner that didn't collide with any other number in the same collection set.

It would also need to ensure no confidential data leaked into the collection by any means - it sacrifices usable collection if there is no way to retrieve it without saving personal data.

The initial test version was built on commodity hardware and a laptop we took out into the field. After it proved a success, we ran a full-scale test with several laptops each running Linux and running a copy of the scanning software. To trim the final result into something that could easily be deployed and setup on the side of the road, small embedded ARM Linux SoC boards were sealed in weatherproof boxes (along with a long-life deep cell battery originally designed for marine vehicles).

This project was later expanded to include a way to scale the collection parameters and limit the signals to those that were applicable for specific applications. The latest incarnation scanned for WiFi signals which are more prevalent in cities & better suited for capturing short journeys.

After developing a cheap (only an extra \$10 per unit) way to tune signals to within a few meters,

I later found out that a large international consultancy ended up hiring 12 engineers for 6 months to come up with a more laborious and expensive way to achieve the same result.

The result is a reliable way of tracking pedestrians through their inner-city commute, in a private and secure manner - something that has traditionally been called notoriously difficult.

In a recent push to enable this technology in more locations, I sat down and designed a low-cost, energy efficient version using a fully custom PCB based on an embedded TI ARM CPU. I was able to reduce the total cost per unit down to \$12.50 and it is capable of being powered for up to a year in the field without needing maintenance.



SOFTWARE DEVELOPMENT

Elderflower

In order to make business operations as smooth as possible, I wrote a fully integrated Content Management System that powers the core of my business.

Over the years, I've upgraded this CMS significantly and have rolled in many features that would otherwise have required separate applications.

It was designed as a response to the lack of multi-site CMS products already on the market, since I wanted a single place to manage all my website content without duplicating any work that needed to be shared across multiple domains.

It features a WYSIWYG HTML editor and powerful content tagging features that makes light work of pulling meta-data into the final rendered page.

My day-to-day billing and time tracking is rolled directly in, meaning I have a portable way to manage billable time from any device - I simply tap a button and I'm recording my time spent on various tasks.

Outstanding jobs are organized in the project management area and I am able to keep highly organized lists of client requirements for each of their projects.

A fully featured web-mail system is built directly in, so I have access to all my business communications from anywhere in the world.



On top of the hundreds of projects I've been involved in, along the way, I've come up with a few indispensable tools to help me along in my own development (and to help others with theirs).

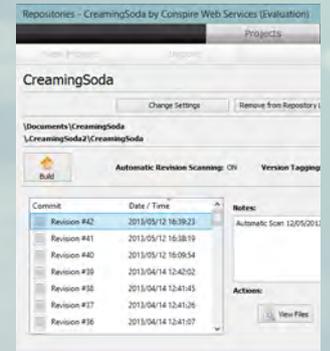
This is just a brief overview, of some of the varied projects I call my own - covering a few different technologies, methodologies and disciplines.

CreamingSoda

To facilitate my development projects, I created CreamingSoda, an automatic revision management system, which worked so well it has been released as a commercial product.

It constantly scans my work and every time I make a change, it updates a code (or document) repository that traces the changes of a set of files over the lifetime of a project.

It enables me to code in a nimble way, to jump straight into the work of implementing innovative ideas and log the entire process in an audited and documented way.



AntiSPAM

After falling ill on a family trip to Sydney, I found myself confined to the hotel room without anything to occupy my time. I noticed my roaming data was being chewed up when downloading the large amounts of SPAM some of my domains receive.

After tweaking the antispam settings available as part of my Anti-Virus suite, I realized it was either too weak, or too strong (no matter what settings I used) - resulting in a significant number of false positives. The other flaw this highlighted, was the fact that it only worked on my laptop - it would need to receive and process incoming email, before it was downloaded to my devices.

Over the course of 10 days, I decided to tackle this problem once and for all.

I wanted a system that worked 'in the cloud' and can filter my mail before hitting any devices. Since the problem is present on multiple domains from multiple providers, a corporate boundary defense system wasn't feasible to install (or cost-effective).

I was able to flesh out an IMAP service that ranks incoming messages based on several key-metrics, such as use of certain phrases, words or more brute-force methods like filtering out dangerous domains or sender IP addresses. My algorithm reduces the number of false-positives down to a mere single percentage number of any commercial product I've tested and safely removes messages before they are downloaded to any of my devices.

Conspire Cordon

Using my experience from the AntiSPAM project, I set out to build a last-line-of-defense firewall for web applications.

By analyzing incoming requests to and from a web script (such as PHP, Python, NodeJS, etc) Cordon issues a recommendation as to whether a script should continue execution (as well as a severity rank, and description so the user can tailor their own level of security).

It's available for free, for anyone to use over at <https://conspireweb.com/cordon/>

ConspireComponents

ConspireComponents is a PHP library that helps web developers create stunning web applications without needing to mix HTML code with their PHP code.

Developers can present their data in any combination of stylish Tree, Table, Form or Tabs. Simple function names and meticulously crafted themes make it easy for customers to use.

Spider Inventory Pro

A fully featured, personal database environment that was released as a commercial product.

Spider Inventory allows you to quickly and easily keep track of a wide range of personal or business data, from your music collection, to personnel details.

- Powerful Database Backend
- Ability to create custom data fields, for storage of Text, Numbers and Images
- DVD Collection and Games Collection templates
- Plugin system allowing for development of custom tools
- Change the structure of a database at any given time dynamically
- Advanced search and filtering options

```
killall proc - kill all processes named proc
(use with extreme caution)
kill pid - kill process id
display all running processes
wget -c file - continue a stopped download
```

INSTALLATION

```
wget -c file - continue a stopped download
```

SOFTWARE TECHNOLOGY SKILL-MAP

- LINUX • WINDOWS • MAC OS X
- ANDROID • IOS
- C / C++ • Delphi / Pascal • Python
- Visual Basic • C# • Qt
- PHP • SQL • Cordova / PhoneGap
- Electron • HTML5 / JS / CSS3

WEB DESIGN

I've always preferred to make my software look visually appealing. I feel it draws the user closer to the software & creates a greater connection for that user. Likewise, for websites.

For as long as I can remember, I've liked the idea of calling a corner of the internet home. I taught myself how to manage web servers & domain names. I also tinkered with website layouts and designs in my spare time & now I create websites professionally. Notable examples include (in no particular order).

Looming Deadlines

For one particular project, I was finally given approval to create a new website for a client that had a conference sponsorship to tie into.

With the go ahead given late on a Friday afternoon for a website that needed to be completely overhauled before the following Monday, I successfully completed the task on-time after working through the weekend.

Custom Warehouse Inventory

The challenge for this one, was building a platform that worked well as a website but could also generate an attractive print catalogue.

The customer needed to be able to track orders, stock levels and prepare shipments - but also to let their customers know what products are available. The result was an E-Commerce store which had a custom-built plugin that generated the interior of a printable document. It re-used the product images (which I background subtracted by hand) and descriptions from the web page. A desktop application built in C++/Qt loaded the output and created a PDF file with correct bleed & crop lines.



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