

# Ludwig Friedrich Gesell

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Sparrelaan 9  
3590 Diepenbeek, BEL

- PERSONAL**      *Date of Birth:* 24-Sep-1956  
*Place of Birth:* Nürnberg, DEU
- EDUCATION**      *Dipl.-Inform. (M.S.)* Computer Science  
Universität der Bundeswehr (Armed Forces University) Munich      March 1980  
Concentration: Computer Architectures  
Minor: Simulation Techniques  
Thesis: Construction of a microprocessor based game computer,  
including a para-virtualized machine for development and testing
- COMPUTER SKILLS**      *Languages & Software:*  
Java  
C  
Borland Delphi  
Several machine languages, amongst which i386/Pentium  
Some microprogramming  
The usual office software  
Audio processing  
Graphics processing  
L<sup>A</sup>T<sub>E</sub>X
- Operating Systems:* nowadays mainly Linux,  
previously also Windows (upto XP),  
some legacy systems like Data General AOS/VS,  
some legacy real-time operating systems for military use
- Integrated Development Environments:* Eclipse RCP
- EXPERIENCE**      *Retired from NATO*      01-Jul-2019
- Senior Software Developer*      Feb-2001 .. Jun-2019  
NATO Programming Centre, Glons, BEL  
Working for the Ship-Shore-Ship-Buffer (SSSB) Programme
- Redevelopment of the current SSSB field system, from scratch, including server and clients, and offering mechanisms for integrated automated testing of distributed environments. The SSSB system processes, buffers and cross-forwards Link 22, Link 16, JREAP-C, Link 11, Link 11B, Link 1 and AIS.
  - Development of a gateway for the NATO standardized distributed simulation network SIMPLE.
  - Becoming the NCIA's Subject Matter Expert in the Link 22 Tactical Data Link
  - Development of "Cloud22", a real-time capable network simulation of Link 22.
  - Repeated participation in the Surface Warfare area of CWIX<sup>1</sup> where Cloud22 is running the Link 22 network simulation.

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<sup>1</sup>"Coalition Warrior Interoperability Exploration, Experimentation, Exercise and Examination"

*Senior Software Developer* Nov-1983 .. Jan-2001  
NATO Programming Centre, Glons, BEL  
Working for the HAWK Phase-II Programme (Surface-Air-Missiles)

- Redeveloping major parts of the environmental simulating and test system
- Design and development of a distributed air warfare simulation system
- Design and development of a virtual machine of the HAWK weapons computer for training and testing purposes
- Software for radar data analysis
- Design and development of an Integrated Development Environment for the target computer

*Analyst Programmer (Military)* Apr-1980 .. Oct-1983  
NATO Programming Centre, Glons, BEL

- Remote radar integration and multi-radar tracking in Scandinavian sites
- Distributed processing of real-time radar picture
- On-site trouble shooting

**LANGUAGES**

*German:* Mother tongue  
*English:* Fluent  
*Dutch:* Fluent  
*French:* Fluent  
*Italian:* Fluent  
*Spanish:* Fluent  
*Norwegian:* Very good reading, good understanding, fair speaking  
*Danish:* Very good reading, good understanding, fair speaking  
*Turkish:* Elementary knowledge

**PERSONAL  
INTERESTS**

Volleyball, playing in a local recreational team  
Karate (Wado)  
Wind- and Kitesurfing  
Motorbikes  
Collecting and playing guitars