

Jean-Michel Decombe

www.jmdecombe.com • jm@decombe.com • +1 (510) 221-7450

I am currently running a mobile software consultancy, having previously worked in mobile game engineering at Zynga as an individual contributor and engineering director. There, I was involved with successful iOS and Android games such as FarmVille, CityVille Hometown, ForestVille, Poker, and Slots.

Previously, I was working on a knowledge mapping application leveraging the power of the Semantic Web and visualization to foster collaborative systems thinking and help people solve problems together. Before that, I was cofounder and CTO of Groxis, the visual federated search company that created the first graphical information interface, for which I obtained four utility patents and multiple awards.

I have thirty years of desktop, web, and later mobile software engineering experience, with an emphasis on engineering process and user experience. Over the course of my career, I have created a number of widely recognized and industry acclaimed software products and web services.

My expertise spans the fields of software engineering, product design, user interface design, team building, and intellectual property strategy. I excel at building and leading highly efficient product development teams with a hands on management style, designing and implementing software and user interface with a sharp eye for detail and simplicity, discovering and productizing the value hidden in advanced research work, as well as documenting and transferring system knowledge to team members, and helping to market the final product.