

## **John R. “Buck” Surdu**

4678 Parrish Rd., Gunpowder, MD 21010, 410.676.2636, john.surdu@us.army.mil

---

### **Job Objective**

Lead a team of engineers and scientists in the development of new technologies or new applications of technology. I would very much like to be involved with the creation of immersive experiences at Disney theme parks, particularly new international pavilions and attractions in the World Showcase at EPCOT.

### **Highlights of Qualifications**

- Visionary – able to conceive of long-term vision and *lead* an organization toward that vision
- Innovative
  - Able to combine seemingly disparate technologies to create novel solutions.
  - Demonstrated ability to thrive in unstructured, entrepreneurial environments.
  - Focus on “yes, if...” not “no, because...”
- Strong people skills
  - Deal effectively with personnel through all strata of the organization.
  - Have successfully led teams of technical and non-technical people in the accomplishment of complex tasks.
  - Have effectively managed large organizational change.
- Strong technical skills.

### **Professional Accomplishments**

Demonstrated Ability to Lead High-Tech Teams:

- As a PM in the Defense Advanced Research Projects Agency (DARPA), I conceived, developed, pitched and sold, and managed far-reaching research and development efforts.
- As the PM for the Army’s premier simulation technology software development program I delivered version 1.0 on time and on budget and met all requirements.
- As a PM, I acted as the prime contractor and led the efforts of a top-notch team of over 150 software developers from multiple companies to create a next-generation simulation capability for training, operations, analysis, and experimentation.
- I managed foreign partnerships with the U.K., Canada, Australia, New Zealand, Denmark, Slovakia, the Czech Republic, and Singapore.
- Level III certified in program management and also in information technology. This is the highest level of certification within the Department of Defense. Level II certified in systems planning, research, development, and engineering.

Innovative and visionary:

- At DARPA I created a \$63M project to develop new science in the area of command and control of military operations.
- I formulated research and development projects in mixed reality immersive training environments, software agent behavior, see-through contact lens computer displays for a variety of applications, and simulation technologies.
- Early adapter of innovative software development technologies, such as spiral development; agile methods; open-source and open-architecture; artificial intelligence; new simulation technologies; JAVA, C++, and heavy use of XML before these were commonplace; and distributed software.

## Work History

- 25 years of active federal service in the Army, culminating at the rank of colonel.
- 2010 – present Principal Military Deputy Director, US Army Communications Electronics Research, Development, and Engineering Center.
- 2010 (7 mos.) Science and Technology Advisor, US Forces Iraq. Coordinate the efforts of scientists and engineers to accelerate the development and deployment of new technologies to address capability gaps. I worked with numerous organizations to look for new technologies, or new ways to use old technologies, to help US forces meet mission requirements.
- 2008 – 2010 Chief of Staff, Research, Development, and Engineering Command. Led and coordinated the activities of a diverse 300-person professional staff (of a 15,000-person organization), including human resources, intelligence, operations, resource management, logistics, information technology, global operations and support, and program development and management. I launched several initiatives to provide better insight and control of the \$6B research and development budget.
- 2006 – 2008 Program Manager at the Defense Advanced Research Projects Agency (DARPA). This is an entrepreneurial organization in which PMs are expected to conceive of new technologies that are 5 – 10 years in the future, develop the concepts, sell them to get funding, and execute the development.
- 2003 – 2006 Product Manager of a large military simulation software development project, called One Semi-Automated Forces. While I led this team we won several software development awards.
- 2000 – 2003 Assistant Professor, United States Military Academy (West Point) and Senior Research Scientist. In addition to teaching computer science courses in artificial intelligence and software engineering, I conducted or led more research efforts and cadet-executed projects than any other faculty member in the department. Among these projects were a pilot effort to use a PDA to call for indirect fire in combat, use of scanners and wireless networks for ID card checking, and early efforts in Bluetooth technologies.
- 1985 – 2000 Various Army assignments within the U.S. and overseas. These include acting as an operations officer within a mechanized infantry brigade (a 1500-man unit), commanding a company (130-man unit), acting as the HR manager and logistician within a 1200-man battalion, and leading a rifle platoon (40-man unit).

## Education

- Program Manager's Course, Defense Acquisition University, 2003  
Ft. Belvoir, VA
- Ph.D., Computer Science, 2000  
Texas A&M University, College Station, TX
- M.S., Computer Science, 1995  
Florida State University, Tallahassee, FL
- MBA, 1992  
Columbus State University, Columbus, GA
- B.S., Computer Science, 1985  
United States Military Academy, West Point, NY