

Dr. George E. Gerpheide
President of c2mw4, LLC
Curriculum Vitae

Professional Summary

George Gerpheide's mission is creating, to move the world forward, as an inventor and entrepreneur. While Dr. Gerpheide's hands-on technical and business expertise has led to an array of forward-looking technologies, he is best known as the creator of the world's first commercially successful touch pad ("finger mouse"), now in most laptop computers. Dr. Gerpheide is presently exploring new technologies for education, energy, space launch and dynamic light emitting art.

Personal Interests

Dr. Gerpheide enjoys skiing, hiking, camping, rollerblading, volleyball, stimulating discussions, and learning about other cultures. He has traveled extensively in Asia.

Experience and Background

Founder & CTO, Aerobic Solar (stealth, creating solar technology for thermal end-use), 2010 - present

President, c2mw4 LLC (exploring new technologies for education, energy, space launch, dynamic light emitting art, and various consulting activities including below), 2003 - present

Ascent Partners Group LLC (technology & IP assessment), 2011

Nuvoton Technology Israel Ltd. (business development), 2010 - 2011

LaunchRing – Utah (business development), 2009 - 2010

Acer Incorporated (patent), 2008

Hoyama, Inc. (business and markets), 2007

Alps Electric Co., Ltd. (patent), 2004

Advisor & Seed Funding, GoKoTea (online ultra-premium Japanese green tea), 2009

Advisory Council, State of Utah Technology Commercialization & Innovation Program (formerly COE, public service), 1997 – present

Cofounder and CEO, Cirque Corporation (**led touch pad commercialization**), 1991 – 2003

Expert Witness Testifying at Jury Trial, U.S. Court for the District of Delaware (Intel Corporation v. Broadcom Corporation, Civil Action No. 00-796-RRM), 2001

Founder and President, Proxima, Inc. (created touchpad invention), 1988 – 1990

Consultant, Dayna Communications, Inc. (co-created DaynaTalk network, Netware for Macintosh, DaynaFile storage, and MacCharlie PC coprocessor for Macintosh), 1983 - 1988

Consultant, University of Utah Center for Engineering Design (co-created robot hand control algorithms), 1984-1986

Adjunct Professor, University of Utah (led student team to develop microgravity protein crystallization experiment that flew on Space Shuttle mission 41-B), 1982 – 1986

Visiting Scientist, MIT Artificial Intelligence Laboratory (technology liaison for a 16 degree-of-freedom dexterous anthropomorphic robot hand), 1984

Principal Engineer, Impulse Computer Systems, Inc. (created retail inventory system for partially-filled liquid containers), 1983-1984

Founder and President, Aquila Instruments, Inc. (created induced polarization geophysical exploration equipment), 1981 - 1983

Principal Hardware Engineer, Optronics Ltd. (co-created Par-T-Golf room-sized, full-swing computer golf game with optoelectronic ball tracking), 1978 - 1980

Education

Ph.D. in Computer Science, University of Utah, (IBM Fellow), 1981

B.S. in Electrical Engineering., Massachusetts Institute of Technology, (Tau Beta Pi, Eta Kappa Nu, National Merit Scholar), 1975

Honors and Press Mention

“A Wild Ride with George Gerpheide”, *Scientific Computing*, pp. 18-22, November 2007

Recognition as creative influencer of the now-standard pointing-device-at-front keyboard-screen arrangement for laptop computers that launched the Apple PowerBook 100 to number one on “Top 100 Gadgets of All Time”, *MobilePC*, p. 71, March 2005.

1997 Winner of the Ernst and Young LLP “Utah Entrepreneur of the Year” for Technology (also a Finalist in 1996, and a Judge in 1998)

U.S. Small Business Administration’s 1997 “Small Business Exporter of the Year”

U.S. Chamber of Commerce 1997 “Blue Chip Enterprise Award” recognizing start-ups that overcome adversity

Inc. Magazine recognized Gerpheide’s Cirque Corporation as one of 500 fastest growing companies in America for two consecutive years (1996-1997).

MountainWest Venture group’s 1996 “Utah 100” list of the state’s fastest growing companies.

"Best Products of 1994," *PC Magazine*, cover article, 10 January 1995

Papers and Publications

"Working Knowledge -- Touchpad Pointing Device." *Scientific American*, p. 118, July 1998

“Computational Architecture for the Utah / MIT Hand,” co-authored with Hollerbach et al, IEEE Conference on Robotics and Automation, pp. 918-924, March 1985

“Bit-Driven Logic: A Methodology for Very Large Scale Integration”, Ph.D. Dissertation, University of Utah Computer Science Department, June 1981

“An Arc-Less Mercury Switch for Power Switching Applications”, Senior Thesis, MIT Electrical Engineering Department, May 1975

Patents

U.S. Patents (additional pending and foreign patents not listed).

U.S. Patent No.	Description
7,400,318	Touchpad having increased noise rejection, decreased moisture sensitivity, and improved tracking
7,002,821	Zero drift analog memory cell, array and method of operation
6,730,863	Touchpad having increased noise rejection, decreased moisture sensitivity, and improved tracking
6,680,731	Flexible touchpad sensor grid for conforming to actuate surfaces
6,639,586	Efficient entry of characters from a large character set into a portable information appliance
6,473,069	Apparatus and method for tactile feedback from input device
6,222,528	Method and apparatus for data input
5,914,708	Computer input stylus method and apparatus
5,861,875	Methods and apparatus for data input
5,767,457	Apparatus and method for audible feedback from input device
5,757,368	System and method for extending the drag function of a computer pointing device
5,565,658	Capacitance-based proximity with interference rejection apparatus and methods
5,349,303	Electrical charge transfer apparatus
5,340,108	Apparatus for projecting and moving a spot of light in a scene projected on a screen and for controlling operation of a stepper motor used therewith
5,305,017	Methods and apparatus for data input (parent application 16 August 1989)
5,277,426	Sports simulation system
4,975,830	Computer communication system having supplemental formats
4,563,739	Inventory and business management system which accounts for the contents of full and partially filled product containers
4,437,672	Golf Game simulating apparatus