

Simplicity is the art of balance. Balance that is achieved from knowing just the right amount of any element necessary to achieve a goal. As an agent of that balance my skill set crosses boundaries between interaction, interface, user experience, visual design, and engineering. My diverse background allows me to work effectively with cross functional teams, as I strive to design and build products that are focused, innovative, and enjoyable.

Experience

Mobile UI Architect, JPMorgan Chase, 5 / 2011 - Present

At JPMorgan Chase it is my duty to facilitate the communication between the design and development teams by helping each group understand the goals of the other, and by having a deep understanding of each discipline I am able to improve the end product. Additionally I perform a great deal of iOS UI R&D to provide guidance to the design teams in terms of future product updates spanning all mobile platforms.

Freelance Agent, 8 / 2010 - 5 / 2011

For almost a year I assisted several concurrent clients with the designs of their products and services, involving mobile, web, and print.

Agent of Simplicity, Sugarcube, Inc., 7 / 2008 - 8 / 2010

Sugarcube provided professional iPhone application development services to companies and individuals eager to leverage the iPhone platform. As an Agent of Simplicity I drove all design, interaction, usability and creative direction of the application creation process. In collaboration with engineering teams and clients I created final form design mockups, interactive prototypes, and interaction behavior specifications.

- Created end to end product mockups imperative to landing client contracts.
- Designed and built rapid prototyping application environment for the iPhone, allowing quick turnaround of requirement changes.

Senior Manager of Web Services, Stanford - Alumni Association, 10 / 2008 - 10 / 2009

The Web Services group is responsible for the daily production work involved with building and maintaining the StanfordAlumni.org and StanfordMag.org websites. The team meets with several departments of the SAA to bring focused and compelling content to the Alumni community.

- Mentored engineers and designers in the application of up to date standards and web practices.
- Improved page templates and created new publishing workflow using up to date technologies.
- Lead team through the first steps of a challenging and complicated site migration.
- Worked closely with all departments to ensure quick and accurate turnaround of projects.
- Managed server maintenance and upgrade schedules.

UI Engineer, Apple - iTunes, 8 / 2005 - 8 / 2008

UI Engineering works closely with the design and engineering teams to bridge the gap by ensuring engineers understand the needs of designers and designers understand and design within the abilities of the target application or service. Once that is done UI engineering uses the design and the finished engine to create the end content for applications such as iPhoto, iDVD, iMovie and the iTunes store.

- UI lead for theme creation in iPhoto 6. Lead a small team in creating new book, calendar and card themes.
- Improved theme specification process by working with design teams to streamline the theme workflow and delivery.

- Contributed to each iLife application during content cycles by assisting colleagues with design and implementation issues.
- UI lead for all TV store content worldwide.
- Worked closely with content encoders, polishers, editorial and design to ensure content quality and playlist information accuracy.
- Designed and built systems to shorten the content delivery workflow and track the content release schedule.

Engineer / Project Manager, Apple - Custom Software Solutions, 10 / 2002 - 8 / 2005

The CSS group fills specialized orders placed primarily by educational institutions and small businesses. Each custom order involves modifying the standard shipping OS with the specifications that the customer provides. Primary responsibility was to build and maintain a new tracking system that would allow sales executives to place orders with the CSS team and specify the customizations they required in an easy and dynamic web application.

- Designed a three tiered system for placing orders, order fulfillment and quality assurance.
- Managed project timelines for features and bug fixes.
- Developed an extensible application framework for displaying dynamic UI elements and managing relational database interaction.
- Developed several Mac applications to easily create modules for use in web applications to easily control the interface and features.

Design & Content Lead, Apple - Desktop Services, 12 / 1999 - 10 / 2002

The Desktop Services group is responsible for providing clear and concise support information to Apple worldwide by way of an extensive support site, training classes, and informal brown bag sessions.

- Designed and built a dynamic and extensible support site, including the setup and maintenance of staging and development servers.
- Created a database of site licensed software and Integrated a software search and download component into support site.
- Developed systems to ease content creation, management, and delivery.

Skills

Management

Team building, Mentoring, Purchasing, Hiring, Conflict Resolution

Hardware

Electronics, Arduino, PCB Layout, Part Manufacturing, Robotics

Software

PHP, JavaScript (Ajax, JSON, Prototype, script.aculo.us, ExtJS, JQuery), Objective-C (Cocoa), AppleScript, Perl, Shell Scripts, Processing

Design & Layout

HTML, XML, XSLT, CSS, Photoshop, Illustrator, InDesign, OmniGraffle, SolidWorks, Inventor

Server & Database

Apache, MySQL, LDAP, FTP, FileMaker, CVS, Subversion, Teamsite

Portfolio available at: www.agentofsimplicity.com