

SUMMARY OF QUALIFICATIONS

I excel at integrating new and existing technologies to architect tools that are productive, easy to learn, and enjoyable to use. I possess a skill set that integrates to address the most challenging product development needs as either an individual contributor or manager.

- **User Experience:** Education, tools and experience to research, design, prototype, and evaluate.
- **Systems Engineering:** Experience gathering and analyzing requirements, defining problems and finding practical user-centric solutions.
- **Software Development:** I am an experienced software developer which gives me insight into the challenges faced during the product development cycle.
- **Management:** Proven record of building, mentoring and managing geographically distributed teams of researchers, designers and developers.
- **Process:** Expert in melding various user experience and software development processes (Agile, Kanban, Waterfall) based on project goals, resources and skill sets.

INDEPENDENT CONSULTANT

10/2013 -- PRESENT

Provide User Experience (UX) and software architecture consulting services to companies in a diverse range of industries. Services include: user research, expert product reviews, requirements analysis from a UX and CX (Customer Experience) perspective, blending UX with agile development methodologies, information architecture, and interaction design. My services address wearable devices, desktop, web, and mobile applications.

AUTODESK CORPORATION

6/2012 – 10/2013

PRINCIPLE RESEARCH ENGINEER – DIVISION CTO OFFICE

Analyzed emerging technologies to determine how they could enhance product offerings to improve the Customer Experience (CX) as well as the creativity, productivity, and efficiency of the internal product development teams. Successfully communicated ‘what is possible’ to customers, product managers, software architects and executives within Autodesk. Conducted technology research via interviews with software architects, industry representatives, and customers; developed survey tools to gather both qualitative and quantitative data.

BENTLEY UNIVERSITY

6/2011 – 6/2012

Master’s degree student in the Human Factors in Information Design program.

AUTODESK CORPORATION

1/1998 – 6/2011

PRODUCT ARCHITECT & MANAGER – NEW PRODUCT LINE

Led a team of UX designers and software engineers in the definition of a new product targeting the design of products where aesthetics and function are equally important. This included business analysis as well as the definition of paradigm shifting technologies, information model, and object model. These technologies included new ways to use gestures and stylus modes of interaction, as well as a new approach to aesthetic surface definition that minimized both learning curve and tool centric expertise.

MANAGER OF PRODUCT DEFINITION - ALIAS PRODUCT LINE

I worked on an M&A team evaluating the acquisition of the Alias Corporation by Autodesk. After acquiring Alias, I joined the new management team. I successfully formed and led the team

responsible for product definition and the modernization of Autodesk Alias products using a hybrid Agile UX/Agile Development process.

MANAGER OF PRODUCT DEFINITION - INVENTOR PRODUCT LINE

Built, mentored and managed a geographically and internationally distributed product definition team. The team included members that spanned the skill sets of: subject matter experts (SME), interaction designers (UI), visual designers (VD), usability researchers (UX) and information architects (IA). A key achievement was defining processes and procedures for efficiently integrating UX design with software development processes ranging from waterfall to agile.

Introduced the concept of Quality Function Deployment (QFD) to address the complexity of defining multi-release roadmaps. QFD analysis is used to define optimized solutions taking into account customer requirements, business requirements, and development costs.

PRODUCT MANAGER FOR STRATEGIC INITIATIVES

Identified both new product concepts and technology acquisition opportunities. Validated opportunities with domestic and international customers via user research (UX) techniques including contextual interview, surveys, focus groups, and user testing. Working closely with M&A team, I conducted business/financial analysis to determine value to the Autodesk Corporation.

PRODUCT DESIGN ARCHITECT

Led the team that developed the user interaction model and functional specifications for [Autodesk Inventor](#), a mechanical computer-aided design product. The result was a product that offered customers a vastly improved “time to proficiency”, increased productivity and reduced cost of implementation. As a proficient programmer, I developed the interaction prototype for validation in user testing (UT).

INTERGRAPH CORPORATION

9/1990 – 12/1997

Product Design Manager

Successfully built from the ground up a product design team to lead the definition of design and analysis applications for mechanical engineers. This team developed [Solid Edge](#) which was one of a group of next generation software applications targeting the mechanical design marketplace. Solid Edge set a new usability standard and lower price point for 3D mechanical CAD applications. Solid Edge was subsequently acquired by [Siemens PLM](#).

PRIOR EXPERIENCE

Worked for the Boeing company as both a thermal and mechanisms design engineer on the team tasked with starting up the Space Station program. Later, I was promoted to lead engineer for development of the Space Station Program’s computer integrated engineering environment: CAD system, product data management (PDM), and supporting engineering applications.

SKILLS

- Management and Team Building
- User Experience Design
- Usability Testing and Prototyping
- User Research (Qualitative/Quantitative)
- Statistical Analysis (SPSS and Excel)
- Agile/Kanban
- Information Modeling
- Object Modeling

EDUCATION

[Master's in Human Factors in Information Design](#)
Bentley University

Bachelor's in Mechanical Engineering
Washington State University