SUMMARY

- More than eight years of effective design and product development practices, with five year in mobile products.
- Proven ability to lead cross-functional teams ensuring clear product definition, setting milestones, and executing results.
- A unique blend of designer and software engineer with expertise in visual design and web technologies.
- Passion to serve audiences with innovative software products intuitive to the user and sound to the programmer.

EDUCATION

B.A., Visual Communications
Seattle Pacific University, Seattle Washington

Executive Training Course Certificate, Product Development
Northwestern University, Kellogg School of Management

SKILLS

Technical Design: Able to quickly learn new technologies, map call-flows, and build architectural designs. Understand and plan for capacity constraints, load testing, and quality assurance. Rich experience writing product requirements.

Programming: Thorough knowledge of XHTML/CSS, JavaScript, PHP, MySQL, and CakePHP (a rapid development framework); comfortable with Linux and Apache2 command-line, and Flash.

Graphic Design: Mobile web, PC-web, mobile app, interaction design, wire-framing, corporate branding, logos, and design education at university-level.

AWARDS

06.2010 – Patent Inventor, "Dynamic Icons Associated with Remote Content" for T-Mobile USA

RECENT EXPERIENCE

Visual Communications Professor
2012 - Present: Seattle Pacific University, Seattle, WA

- Educate undergraduates accepted to SPU School of Art on stages of design process and tools of the trade.
- Author of interactive curriculum including in-class training and lectures on fundamentals of design principles.
- Acting expert in core graphic design tools including Adobe Photoshop, Illustrator, and InDesign.

Mobile Advertising, Product Manager
2011 - Present: T-Mobile USA, Bellevue, WA

- Strategized and built multi-million dollar advertising business in first year of development.
- Produced a – first of its kind from a mobile carrier – deals application aggregating the best of daily deal providers like Livingsocial, Tippr, Goldstar, and more.
- Technical leader for T-Mobile's national 4G Payday SMS Trivia Game giving away more than one million dollars in prizes to customers.
- Innovator for next-generation mobile advertising capabilities.

Product Realization, Senior Product Engineer
2009 - 2010: T-Mobile USA, Bellevue, WA

- Product realization specialist ensuring feasibility from design to execution, driving products to market.
- Experienced author of 360 product requirement documents, assessing impacts to all facets of corporate enterprise.
- Served as subject matter expert in the area of mobile web browsers, and specific expertise for achieving visual excellence.
- Innovated mobile web prototype platform for preproduction demos exhibiting the vision of product prior to development.

Lead Interaction Engineer
2007 - 2008: UIEvolution, Inc., Bellevue, WA

- Lead designer and directing engineer for all web-based products and corporate websites.
- Designed and developed a full content management system for AT&T MEdia Mall 2.0 enabling the customer to dynamically exchange advertisements within the mobile app.
- Engineered a device database and management tool enabling company-wide knowledge of device attributes to be readily accessible. Also, used for tracking device inventory.

PAST EXPERIENCE

Graphic Designer & Web Developer   2003 - 2006: *Walsh Design, Inc., Seattle, WA*
Graphic Designer   2002 - 2004: *Cascade Publications., Seattle, WA*