

I'm a software designer and developer (some might even say "architect"). I started my career at InstallShield, where I was involved in designing and building one of the first development tools for Windows Installer.

My interests and passion lie with user experience and interaction design. I dabble in the graphic arts, though I'm not an expert.

The first program I ever wrote was in GW-BASIC. Once I got to college and learned that you could use Visual Basic 3.0 to write a Windows program, I never looked back. After toiling in the COM world with ATL for a while, I fell in love with programming all over again when C# was introduced. Now I'm working with HTML5, CSS, and JavaScript, and I've found it amazing what you can do.

I do my best to balance design sense, technical skill, and getting-things-done. Even years after making software my "day job", I still love to make things that look great, work well, solve a problem, and are a joy to build.

Technical Skills

Like: wpf, c#, windows, c++, html, css, .net, javascript

Experience

Senior Software Architect – Vision Solutions

August 2010 - Current

Director of user interface design and research for the Double-Take product line. Responsible for ensuring consistent and high-quality UIs for all products, as well as fostering UI development best practices. Participated in charting company and product strategy, particularly from a software architecture and visual design perspective. Worked with upper management, customers, developers, and project managers to define a desirable yet practical design for the company's products.

Software Architect – Double-Take Software

March 2007 - September 2010

Director of user interface design and research for the entire product line. Responsible for ensuring consistent and high-quality UIs for all products, as well as fostering UI development best practices. Participated in charting company and product strategy, particularly from a visual design perspective. Organized a company-wide effort to unify a number of separate management consoles into a single unified console.

Client Team Manager – Double-Take Software (formerly NSI Software)

September 2006 - March 2007

Managed a team responsible for all design and development of the user interfaces to the company's products. Leader of the interaction and visual design for the entire product line. In addition to managing the team, participated in tuning the HTML, CSS, and JavaScript that drove the user interface. Create the artwork for the UI and also drafted the overall user experience direction. Conducted performance reviews and led the hiring and firing policies for the team.

Software Designer – NSI Software

February 2005 - September 2006

Designed user interfaces for all products across the product line. Used a combination of Photoshop, Visio, and PowerPoint to illustrate the desired interaction model for features. It was challenging to provide design guidance without any development responsibility. However, I developed a good rapport with the development team, and we were able to affect important change in the product. It was particularly satisfying to come into a new company with a new system and be able to dive right in and start getting things done.

Senior Software Developer – Nlnk

April 2004 - February 2005

Designed and implemented a custom medical device registration form for the Pocket PC form factor. Customized Pocket PC-based sales force automation applications by working with clients to gather requirements, author detailed design documentation, and implement the customizations. Designed and developed a server-side data integration system using Java. The system determines the differences between two tables in a relational database, and then applies the changes from one table to another.

Architect, Visual Product Design – InstallShield*July 2002 - April 2004*

Guided the visual and user interaction design of the entire InstallShield product line. Educated development teams in solving user interface problems, and helped develop and communicate the company's vision for user experiences. Authored the InstallShield Visual Guidelines, which defined company-wide standards for user interaction and visual design. Researched and prototyped new user experience concepts and technologies, and served as a facilitator for bringing those concepts into production software. Administrator and primary developer for a departmental Web server running Windows 2000. Implemented intranet applications using ASP, ADO, and .NET technologies.

Senior User Interface Designer and Developer – InstallShield*July 2000 - July 2002*

Made key contributions to the visual design and product strategy of DigitalWizard, a consumer-focused download and digital media manager. Lead the user interface technical design and development for DigitalWizard. Architected a dynamic engine for rendering the DigitalWizard user interface, built from ATL-based COM objects and advanced HTML, CSS, and JScript. Mentored new team members as the initial group was expanded.

User Interface Developer – InstallShield*June 1998 - July 2000*

Responsible for technical design and implementation of features for InstallShield for Windows Installer 1.0 (ISWI), a development environment for authoring Windows Installer-based setups. Contributed to user interaction design of new features for ISWI. Implemented user interface components using Visual Basic 6, HTML, CSS, VBScript, and C++. Debugged difficult performance problems layered through the web browser, script layer, and COM layers.

Education**BS Business, concentration in Information Systems** – Indiana University - Kelley School of Business *1994 - 1998*

Member of the Business Honors Program; Vice President of Technology for the Computer Information Systems Club

Projects & Interests**CodePlex - QUno** – <http://quno.codeplex.com/>*August 2008 - December 2010*

An Uno-like card game implemented with WPF.

I am the coordinator of the project, and currently the sole designer and developer.