

Summary

Twenty years experience in technical management, design, development and education.

Including:

- designing, developing and maintaining web sites and web applications.
- managing people on creative, development, and production teams.
- organizing and managing on-line projects.
- developing and implementing interaction and information design and strategy.
- designing and developing computer-based applications, information, and tools.
- developing and delivering technology training and documentation.

Goals

To participate in creative multidisciplinary teams developing exciting and beautiful products. To use computers to help individuals better understand the world around them. To continue to learn and grow both artistically and technically.

Example Sites

Pacific Vascular Research Foundation (www.pvrf.org)	2006 – 2007	Information design, project management, engineering, production, documentation, staff training, and on-going maintenance.
Tehiyah Day School (www.tehiyah.org)	2006 – 2007	
Pie Ranch (www.pieranch.org)	2006 – 2007	
Redwood Day School (www.rdschool.org)	2004 – 2007	
Prospect Sierra School (www.prospectsierra.org)	2003 – 2007	
San Francisco Day School (www.sfds.net)	2002 – 2007	

Freelance Consulting

June 1988 - Present

Modern, cross-platform, standards-based web site and web application design and development. Technology design, engineering, and management. Information architecture. Interface design. Usability testing and research. Multimedia development. Infrastructure and process analysis and planning. Tools design. Project management.

Clients include: [Pacific Vascular Research Foundation](#), [Tehiyah Day School](#), [Pie Ranch](#), University of California Office of the President, [Redwood Day School](#), [Terrestra](#), [Outformations](#), [Prospect Sierra School](#), [Classroom Connect](#), [San Francisco Day School](#), [Marin Country Day School](#), Scholastic, Purple Moon, Convivial Design, and Apple Computer

Work Experience

May 1999 - July 2001

Senior Manager, User Experience and Interface Engineering Bigstep.com, San Francisco, CA

Managed a team of information architects, visual interface designers and engineers responsible for the design and implementation of a feature-rich web-based application. Created and documented production processes to ensure quick, error-free development. Delivered large and challenging projects on-time and on-budget often under extremely tight deadlines. Developed tools and technology for 3rd-party integration and co-branding. Defined and prioritized products and projects.

September 1996 - May 1999

Product Design Specialist

[Allegis Corporation](#), San Francisco, CA

Designed and scripted templates for Net-It Central, a corporate Intranet site building tool. Helped develop and maintain the Net-It Software external Web site. Designed and implemented print and on-screen tutorials. Participated in the design of a large-scale, web-based, data-driven enterprise application.

January 1995 - June 1995

Interface Engineer

daVinci Time & Space, San Mateo, CA

Created interactive television experiences in a public domain interpreted language for simulated ITV hardware. Developed tools and processes for converting media developed on the Macintosh to formats for interactive television.

August 1993 - August 1994

Lead Developer

Ignition, San Francisco, CA

Developed Amnesty Interactive, a multimedia CD-ROM for the human rights organization Amnesty International, distributed by the Voyager Company. Participated in the information and interface design. Implemented the user interaction and prepared the digital media.

April 1989 - January 1995

Multimedia Designer and Developer

Apple Computer, Inc., Cupertino, CA

Designed and implemented on-line documentation, tools, tutorials, training, reference and task-based help systems. Usability testing. Developed training materials and tools for software localization. Presented localization training. Managed the production of audio and video.

November 1986 - June 1988

QA Test Lead

Oxford & Associates, Mountain View, CA

Supervised a software quality testing team at Apple Computer, Inc. Designed tools for testing, inventory, and defect tracking. Tested and evaluated software and documentation for defects, inconsistencies, and performance. Developed and implemented test plans. Participated in the development of network and file server administration software.

Education

September 1981 - June 1984

San Francisco State University

Studies included theater arts, journalism, and political and social science.

Skills, Tools and Technologies

XHTML, HTML, DHTML, XML, CSS, AJAX, PHP, JSP, Struts, Tiles, JavaScript, jQuery, Dreamweaver, Contribute, Movable Type, WordPress, WebEvent, Photoshop, FileMaker Pro, Visio, CVS, BBEdit, Mac OS, Unix, and Windows.

Patents

[5859638](#); [5828374](#); [5825355](#); [5602996](#); [5600779](#); [5488685](#)

US Patents assigned to Apple Computer, Inc. for inventions created in the course of developing Apple Help with P. Coleman, J. Palmer, M. Powers, J. Herman, J. Powers, and G. Brewer.
