

Brian D. Williams

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Objective

I seek opportunities where I can fully use my implementation and interaction design skills to create innovative user experiences. I am currently concentrating on the iOS platform.

Experience

Lead iPad Developer, Ongo inc. Cupertino, CA 10/2010-Present

- Lead developer of the 1.0 and subsequent versions of the **Ongo** iPad news reader application. Managed two other developers.
- Headed the requirements, concept and interaction design of the iPad client.
- Worked with UIKit, Xcode, Core Data, Core Text and Core Animation.

Senior Software Engineer, Apple inc. Cupertino, CA 12/2009-10/2010

- Worked on iPhone and iPad client applications to support MobileMe services.
- Member of the team that developed **MobileMe Gallery** for iPhone and iPad.
- Worked with UIKit, Xcode, Core Data, Core Animation and Core Graphics.

Independent iPhone Application Developer, Mountain View, CA – 7/2008-12/2009

- Designed and developed **IQ boost**, a brain game for the iPhone. **IQ boost** reached number 14 on the iTunes Application store.
- Worked with two other developers to create **Crossbones**, a multiplayer game for the iPhone.
- Worked with UIKit, Xcode, CF Networking, Core Animation and Core Graphics.

Interaction Design Consultant, Sillicon Valley, CA – 1/2008-10/2009

- Provided design services and usability expertise for web startups.
- Designed workflows, created wireframes and wrote design specifications.
- Worked with product managers, engineers, visual designers and QA engineers to ensure that the end result met the design goals in the time allotted.
- Main clients were OCLC.org and HotChalk.com.

Co-Founder, Propagant Systems LLC, Mountain View, CA – 10/2006-1/2008

- Created a desktop application for Interaction Designers to design and document GUI designs more efficiently.

- Conducted Contextual Interviews with designers to expand my understanding of interface design processes at a variety of companies.
- Created paper prototypes and conducted co-design sessions with users.
- Designed and user tested prototypes of the product with end users.
- Developed an alpha of the product in Objective-C/Cocoa for Mac OS X
- Worked with AppKit, Xcode, Core Data and Core Graphics.

User Experience Engineer, Packeteer, Inc; Cupertino, CA – 11/2004-09/2006

- Introduced Contextual Design to the newly formed User Experience team.
- Conducted Contextual Interviews of network architects and network operations personnel to understand the needs of the end users.
- Invented several new network management tools based on user research.
- Designed storyboards and screen designs of the product using OmniGraffle..
- Developed low fidelity paper prototypes as well as high fidelity Java and Cocoa prototypes.
- Conducted user tests of prototypes and early versions of the product.

Software Engineer, Granetics OY, Helsinki, Finland – 10/2003-8/2004

- Developed enterprise messaging services and a web front end for an enterprise-level logistics system.
- Worked with BEA Tuxedo/JOLT, FML, IBM MQ, Oracle, JBuilder and Perforce.

Software Engineer, CH5Finland, Helsinki, Finland – 6/2002-9/2003

- Developed a fully internationalized, highly customizable content management system using Java Servlets/JSP, Struts, Tomcat, XSLT and PostgreSQL.

Research Programmer, HCI Institute, Carnegie Mellon University – 1/2000-8/2001

- Developed image recognition software and paper widget customizers in Java.
- Published a paper : Avrahami, D., Hudson, S. E., Moran, T. P., Williams, B. D. (2001) Guided Gesture Support in the Paper PDA. UIST 2001 Proceedings.

Education

- M.S. Human-Computer Interaction, August 2001 Carnegie Mellon University, Pittsburgh, PA
- College of Arts and Sciences, B.A. Studio Arts, May 1996 University of Rochester, Rochester, NY

Patents (Applied for in June 2006 with co-inventor)

- A Graphical Network Policy Configuration Tool Utilizing Multiple Policy Views