

DAVID CURBOW

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Objective: Senior Individual Contributor or Lead/Manager for user interface design.

UI Designer, Manager with strong record of delivering products with innovative human interfaces – 15 years experience designing user interfaces @ Xerox, Apple, Sun and NASA. During that time I was also a hands-on-manager (3 years), project lead (7 years) and software engineering/architect (10+ years).

WHAT I DO

- Understand the *big picture* from user perspective and create solutions to match.
- Design human interfaces and software architectures – *client and server*.
- Deliver products, designs and patents.
- Build and lead teams doing product and advanced development.
- Deliver presentations to groups from 3-2000, in-house and technical conferences.

WORK SUMMARY

Cisco (August 2006-present)

- User Experience Designer for next release of Telepresence – very high def video conference.
- Principal Designer for a major redesign of web-based network-management tool.

Stealth Startup (2005-August 2006)

Cofounder/ Individual Contributor

- Startup focusing on communities and networking.

NASA (2003-2005)

Principal Designer / Manager UI Team, Component Software Framework (2003-2005)

- Principal Designer for next-gen Mars Mission Control software framework.
- Researched user problems with Mars Rover mission by observing users and creating new designs.
- Worked closely with sw architect to define needed capabilities and identify technical solutions.
- Presented to senior NASA technology leaders solutions for problems we identified.

SUN MICROSYSTEMS (1997-2003)

Manager, Synchronization Team @ Sun Communications Products (2002-2003)

- Managed 3-person team to deliver 2 maintenance releases.
- Evaluated alternative solutions from multiple technology suppliers.

Project Lead, Advanced Development Team @ Sun Communications Products (2001-2002)

- Used Sun Labs search technology to provide *Google*-like search for email web client.
- Integrated Email, Calendar, Buddy List and voice portal to improve community collaboration.
- 3 patents filed, 1 issued.

Project Lead, Internet Radio and Services @Sun Portal Advanced Development (1999-2001)

- Led cross-division team to design and build Internet appliance delivering personalized content, including News, Traffic, Parking, Entertainment and Buddy List. Some cached (i.e. Podcasting), some streamed on demand.
- Defined product vision and budget, delivered designs, prototypes & working models on schedule.
- Wrote major portion of embedded device and backend server software (servlets, portlets)
- Demonstrated at Sun's Analyst Conference, Executive Briefing Center, JavaOne Conference.
- 2 patents issued.

Individual Contributor @ Sun Science Office (CTO org.) (1997-1999)

- Evaluated technology of 3 companies Sun considering acquiring – presented to Directors.
- Evaluated emerging technologies and created briefings for VPs and Directors.
- 8 patent disclosures.

APPLE COMPUTER (1990-1997)

Individual Contributor, Discourse Architecture Team @ Apple ATG (1996-1997)

- Goal: Significant change UI model from Command/Response to Human-Computer *Dialog*
- Designed UI mechanisms to give the user better understanding of system actions.
- Designed UI mechanism to give calendars more flexibility in handling appointments.

Team Lead, OpenDoc Human Interface Team @ Apple Computer (1992-1996)

- Led creation of user experience for significant Apple project, OpenDoc.
- Led 4 to 8-person Apple team plus 5 collaborators from IBM and Novell.
- Defined milestones and schedules for my team and coordinated with engineering, QA, etc.
- Led HI evangelism to 3rd party developers and other Apple teams to adopt technology.
- Presentations at Apple Developer Conference and in-house.
- 3 patents issued.

Individual Contributor, Human Interface Team @ Apple Computer (1990-1992)

- HI Designer for AppleScript.
- Co-author of Macintosh Human Interface Guidelines (1992)
- Contributor to System 7 thru System 8.6 and various Developer Tools products.

XEROX (1983-1990)

Individual Contributor and Team Lead @ Xerox Computer

- Software architect for redesign of Xerox Star GUI.
- Software engineer for portions of Xerox Star GUI toolkit.

DAVID CURBOW

EDUCATION

- Continuing Education: Stanford and San Jose State University
- B.S. Computer Science: University of Southern Mississippi
- Professional Organizations: ACM, CHI, BayCHI, British Computer Society / HCI society

PATENTS

- 5,669,005 System for automatically embedding or incorporating contents added to a document
- 5,812,862 Computer-human interface system for compound documents
- 5,835,919 Computer-human interface system which manipulates parts between a desktop and a document
- 6,636,801 Delivering location-dependent services to automobiles
- 6,694,259 System and method for delivering parking information to motorists
- 7,076,043 System and method of using presence information to delay dialing phone calls initiated by a caller to a callee (phone tag)

KEY PUBLICATIONS

- 2001 D. Curbow. "User Benefits of Connecting Automobiles to the Internet," ACM CHI 2001 Conference Proceedings.
- 1997 D. Curbow and E.A. Dykstra-Erickson. "Designing the OpenDoc(r) Human Interface," ACM Designing Interactive Systems '97.
- 1997 E.A. Dykstra-Erickson and D. Curbow. "Role of User Studies in Design of OpenDoc(r)," ACM Designing Interactive Systems '97.
- 1995 D. Curbow and E. Dykstra-Erickson, The OpenDoc User Experience, develop, The Apple Technical Journal, pp. 93-97, June 1995.
- 1995 Human Interface Guidelines chapters within OpenDoc Programmers Guide, Apple Computer.
- 1992 Macintosh Human Interface Guidelines, Apple Computer.
- 1990 CHI '90 Special Issue #57 video, "All the Widgets", Brad Myers (ed.), SIGGRAPH Video