

Summary

I've made significant contributions to:

- Google Chat
- iMovie iOS and Mac
- Apple's DVD Studio Pro
- Earthviewer (became Google Earth)
- VR products

With over 30 years in software engineering, I have experience in both hands-on development and dev team management. I aim to cultivate strong, motivated teams and deliver exceptional software on schedule. Over my 15 years of managing teams, I've refined my people management skills in a variety of corporate settings, leading development teams of up to 33 individuals and overseeing managers. Blending that with my love of technology has enabled us to build great things together.

Experience

Retired

Feb 2022 - Present

Google Chat - Software Engineering Manager

Jan 2020 - Feb 2022

Google Chat iOS: responsible for the core chat experience in Gmail for iPhone & iPad. Kept my team productive and engaged through significant organizational and engineering culture change. Helped junior engineers find their footing and flourish within Google.

Orange Tree IO - Contractor / Owner

Oct 2015 - Jan 2020

Worked with companies to bring their projects to life. I wrote code, set up engineering processes, and advised on the day-to-day engineering work. Specialized in VR, macOS and iOS applications. * MakeVR → [[MakeVR Launch Trailer](#)] * Social software for the [Meta Quest](#) headset * Blis.io - A platform to assemble, connect, and pay film and video crews.

Apple - Sr. Manager, iMovie Software Engineering

Jul 2014 - Oct 2015

Returning to Apple, I was responsible for all [iMovie](#) software engineering. Led the team through a significant organizational change while keeping the team focused and productive. Oversaw four substantial iMovie updates during this period of change. I worked with fellow stakeholders (design, QA, product, and EPM) to plan, develop, and deliver releases.

Barnes & Noble College - Director of Software Engineering

Nov 2011 - Jul 2014

Fully staffed and managed a new software development org. This org created the company's [textbook storefront and tablet-based studying apps](#). I led a range of software teams including EPUB 3 textbook authoring tools, a PDF and EPUB mobile reader application, and the web services that back them.

Apple - Software Engineering Manager

Oct 2003 - Jun 2011

Managed large-scale application development: DVD Studio Pro versions 2.x through 4. Also managed development of the macOS iLife Media Browser, used by many Apple applications. Transitioned a team from waterfall to agile. Managed multiple simultaneous deliverables — delivering all with high quality. Worked closely with design, project management, marketing, and quality managers to set, track, and meet the goals for each release. Completed Apple Management Program.

Keyhole, Inc. (Google Earth) - Senior Software Engineer

Feb 2003 - Oct 2003

Re-architected the EarthViewer 3D application for extensibility. EarthViewer later became Google Earth.

iVAST - Staff Software Engineer

Apr 2002 - Feb 2003

Developed an MPEG-4 Part 11 (2D and 3D scene) authoring & encoding tool.

Contractor - Digital Artforms

Sep 2001 - Oct 2001

Designed and delivered a mouse-based control mechanism for SmartScene's 3D virtual reality environment. Aided in usability study comparing mouse-based interface to a two-handed six degree of freedom interface.

Muse Communications, Inc. - Director, Application development

Feb 1999 - Aug 2001

I was responsible for direct management and day-to-day operation of App and SDK development for a 3D multi-user software platform. Led software production from initial design through implementation, test, documentation, and multiple releases. Co-author of ***US Patent 6,731,31*** *Network-based three-dimensional multiple-user shared environment.*

MultiGen, Inc. - Software Engineer

Jul 1995 - Feb 1999

Designed and implemented core C++ components of MultiGen's first and only Virtual Reality application: SmartScene.

NEC Systems Laboratory - Multimedia Software Engineer

May 1994 - Jun 1995

Developed audio/video player UI for a company-wide software development toolkit.

Midi Corp - Multimedia Software Engineer

1992 - 1994

Created touch screen and laserdisc-based interactive video training courses.

The College of New Jersey - Computer Graphics Lab Manager

Jan 1990 - Dec 1992

Configured and maintained the art department's two graphics labs for smooth operation throughout the school year. Helped art students achieve their goals with the required hardware and software. I also managed a nearby community college graphics lab.