

Brian D. Williams

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Objective

I seek a position where I can fully use my user-centered design, prototyping and programming skills to produce useful, usable, and innovative products. Ideally this would include user research, user modeling and synthesis, ideation, rapid prototyping and user testing.

Experience

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

- 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.
- Designed and user tested interfaces for the product with end users.
- Developed an alpha of the product in Objective-C/Cocoa for Mac OS X

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

- Introduced Contextual Design to the User Experience team to develop a new product.
- Conducted Contextual Interviews of network architects and network operations personnel to understand the needs of the end users.
- Invented several new patent-pending network management tools as a result of user research.
- Designed storyboards and screen designs of the product using OmniGraffle and Photoshop.
- Developed low fidelity paper prototypes as well as high fidelity Java prototypes.
- Conducted user tests of prototypes and early versions of the product.
- Collaborated with the implementation team to ensure successful development of the product design.

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, Perforce, Visual C++, and Source Safe.

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

- Introduced User Testing, Use Cases, UML modeling and OOD development process.
- Developed a fully internationalized, highly customizable content management system using Java Servlets/JSP, Struts, Tomcat, XSLT and PostgreSQL. Was involved in the full product life cycle, from inception to past version 1.0 release.
- Responsibilities: development, user interface design and usability testing, technical research and feasibility studies.
- Introduced user testing and usability techniques to the development process.
- Designed and implemented a novel, fine-grained, instance level access control and security system.

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

- Led by Dr. Scott Hudson, the Paper PDA project explores hybrid paper electronic interactions.
- 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.
<http://www.acm.org/uist/uist2001/>
<http://chromaticgray.com/cv/PaperPDA.pdf>

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