

# David Park

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## skills

### Coding

- XHTML / CSS
- JavaScript / AJAX
- jQuery / extJS
- PHP / MySQL
- XML
- JAVA

### Software

- Photoshop
- Eclipse
- Dreamweaver
- Omnigraffle
- Flash
- InDesign
- Illustrator
- Microsoft Office
- iWork

### Operating Systems

- Windows
- Mac OS X

## honors

- University Honors
- College Honors
- Phi Kappa Phi
- Dean's List High Honors
- Presidential Scholarship
- National Honor Society

## education

### Carnegie Mellon University, Pittsburgh, PA

Accelerated Masters of Information Systems Management Dec 2007  
B.S. in Information Systems May 2007  
B.S. in Human-Computer Interaction May 2007  
Overall GPA: 3.82/4.00

## work experience

04/08 - present

### salesforce.com, San Francisco, CA

#### Senior User Interface Designer

- Convert complex requirements into high-fidelity prototypes or mockups and oversee development to ensure successful release of useful, user-friendly, visually appealing features.
- Designed a drag-and-drop Report Builder with live preview which replaced a 7-step wizard.
- Designed a Graphical Process Editor which replaced a traditional text-based UI, making it easier for admins to navigate, search, and edit their processes.
- Designed Opportunity Genius, a patent-pending feature that allows sales reps to find, compare and bookmark deals similar to the ones they are working on.
- Presented at the 2010 Bay Area jQuery conference on the importance of high-fidelity prototypes.
- Built compelling demos for Dreamforce keynotes and press and analyst briefings, one of which appeared on TechCrunch.com.

05/07 - 08/07

### Apple, Cupertino, CA

#### Design Intern for Mac OS X Server and Xsan

- Designed Xsan Admin 2.0 screens to make day-to-day server administration much simpler.
- Developed a web app to monitor Time Machine backups to a server using AJAX and webkit.
- Storyboarded the redesign of an existing application to make it more usable.
- Created icon family for the Leopard release of Server Admin.

## academic projects

08/07 - 12/07

### Google / Masters Project, Carnegie Mellon University

#### UI Designer for Business Operations Data Visualization Tool

- Researched creative and technical data visualization techniques to organize, present, and navigate a large dataset of employee information to assist operational analysis at Google.
- Conceived an innovative design concept and implemented a fully functional web-based prototype in Google Web Toolkit with a team of six.

01/07 - 05/07

### Senior HCI Project, Carnegie Mellon University

#### Project Manager for Tablet PC Math Game

- Iteratively designed and user tested a working prototype of a Tablet-based math game for elementary school students with a team of four.
- Researched current trends in educational gaming and interviewed school teachers and students before coming up with the final concept.

09/06 - 05/07

### Information Systems Applications - Honors, Carnegie Mellon University

#### UI Designer for Blackburn Study Center

- Designed a content management system for a tutoring center to streamline their information flow and facilitate collaboration with a team of eight.

01/06 - 05/06

### Software Development Project, Carnegie Mellon University

#### UI Designer / Quality Assurance Manager for Fusion

- Designed a rich-internet application that facilitates group scheduling.
- Storyboarded and programmed a CSS/JavaScript/AJAX interface.