

David Park

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skills

Coding

- HTML / CSS
- JavaScript / jQuery
- 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

11/11 - Present

SecondMarket, New York, NY

UX Designer

- Convert complex requirements into high-fidelity prototypes or mockups and oversee development to ensure successful release of user-friendly and visually appealing features.

04/08 - 10/11

salesforce.com, San Francisco, CA

Senior User Interface Designer

- Redesigned how reporting works in salesforce, turning a painful 7-step wizard into a web application that lets users drag and drop fields into a live preview.
- Designed advanced analytics features such as exception and composite reporting, allowing salesforce to sell an Analytics edition and enter a \$1B business intelligence industry.
- Designed a way to build business processes visually, a product that was chosen by Gartner as a reason why salesforce is a leading visionary in the CRM industry.
- Designed Opportunity Genius, a 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.
- Listed as an inventor on 3 non-provisional patents.

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 data visualization techniques to organize, present, and navigate a large dataset of employee information to assist operational analysis at Google.
- Designed an interactive two-layered donut chart 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.