

# David I. Murray

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**Objective** Full-time work in which I can utilize my skills in product design, engineering, and management.

## Experience

### Head of Product, Raptr Inc. (2010 – present)

- Leading user experience and product development for Raptr in all its various forms.

### User Experience Lead, Atari Inc., Cryptic Studios (2008 – 2010)

- Responsible for the design and implementation of all UI/UX for Star Trek Online, Champions Online, and more.
- Primary thought leader for all UI and UX-related issues for all of Atari's Massively Multiplayer games.

### Senior Vice President – Product Management, Inform Technologies, Inc. (2008)

- Founded Silicon Valley office, recruited/hired/managed 7 employees in engineering and design.
- Expanded product lines, launched automated content/layout generation engine to be rolled out to 50k+ domains.

### Co-founder and CTO, HotMosh Inc. (2007 - 2008)

- Independently designed and implemented HotMosh.com, a collaborative music Web 2.0 site.
- Built and advertised the site in parallel to working full-time at Google.

### Product Management, Google Inc. (2006 – 2008)

- Gmail PM (one of two) responsible for Gmail feature design, development, and deployment. This includes frontend, backend, spam, abuse, delivery, internationalization, localization, and other features.
- Lead PM for Google Paid Storage, responsible for designing, organizing, developing, and launching it.
- Part-time PM on Google Translator Toolkit and Google Lively.
- Deputy to Jonathan Rosenberg (SVP); reviewed pitches, guided product referrals, served as his "Chief of Staff".

### Intern, Audio Division, NVIDIA Corporation (2005)

- First audio intern ever at NVIDIA; built 3 apps on MFC/J2ME. Designed/built C++ RPC mechanism to replace JVM.

### Interface Design & Implementation, CMU End System Multicast (2004 - 2005)

- Designed and implemented a cross-platform P2P video broadcasting application in C++ with wxWidgets
- Used to feature Intel's PlanetLab at IDF Fall '04, broadcast for ACM and IETF conferences, etc.

### Assistant to Research, Computer Music Project, Carnegie Mellon University (2003)

- Built research plug-in to Audacity (wxWidgets), assisted implementation of Allegro Music Programming API (C++)

## Education

**Stanford University**, M.S. in Computer Science - Human-Computer Interaction (2009). Final GPA: **3.51 / 4.0**

- Completed entirely part-time while employed at Google, HotMosh, Inform, and Atari.

**Carnegie Mellon University**, B.S. & B.F.A. with University & College Honors (2006). Final GPA: **3.88 / 4.0**

- Triple major in Computer Science, Human-Computer Interaction, and Voice Performance

## Projects

### Adaptive LAN-to-Host Multicast: Optimizing End System Multicast via LAN Multicast Integration (2006)

- Undergraduate Thesis; designed/implemented a protocol to integrate LAN Multicast into Overlay Multicast
- This protocol reduces LAN Peer-to-Peer video streaming traffic from O(n) to O(1)

### Redesign of CMU Cognitive Tutor Authoring Tools, <http://ctat.pact.cs.cmu.edu> (2006)

- Used HCI research methods to redesign a cognitive tutor authoring application in a group of four

### MozArt: An image-to-music application (2005)

- Independently designed and implemented an interactive paint application that converts images to live tonal music

### Tonal Algorithmic Composition Project: Handle Handel, The Name-Based Fugue Generator (2003)

- Independently designed/implemented a program which converts a person's name into a 3-5 minute audio fugue

## Leadership

### Teaching Assistant, Carnegie Mellon University

- Computer Networks (Fall 2005, Spring 2006), Fundamental Data Structures and Algorithms (Spring 2005)

### Treasurer, Mortar Board Senior Honor Society (2004 – 2005)

- Attending bi-weekly meetings, facilitating and fundraising community service activities (very active org.)

### President, Carnegie Mellon Online Gaming Society (2003 – 2005)

- Designing, facilitating, organizing, and advertising ~10 events each year, attracting 25-100 people per event

### Founder and President, Boston University Computer and Video Gaming Society (2002)

- Founded, organized, developed, and maintained this organization with ~20 memberships and 3 events

### Student Advisor, University Professors Program, Boston U. Summer Orientation (2002)

- Personally trained, managed, advised, and maintained six three-day sessions for Freshmen

### Field Volunteer, AMIGOS de Las Américas, <http://www.amigoslink.org> (2000 – 2001)

- Spoken entirely in Spanish; contributed a year of preparation and two months of community service in rural Costa Rica in child daycare, classroom improvement, English, and community development

## Coursework Programming Software

Usability, Networks + P2P, Computer Music, Speech Recognition, Psychology (Cognitive, Research Methods)  
Java/J2ME, C/C++ (MFC, JUCE, wxWidgets), JS, PHP (Drupal), Clearsilver, Flash, Flash Lite, Lisp (Nyquist), SML  
Adobe CS, Visio, ProTools, DirectMusic Producer, Finale, Sibelius, Reason, Visual Studio .NET, Eclipse,  
Cygwin/MinGW, Matlab, Mathematica, Perforce/CVS/SVN, all MS Office apps

## Additional skills Foreign languages

Music composition/transcription/direction, operatic singing, piano, acting, volleyball, peer counseling  
Spanish (highly conversant), Italian (basic), German (basic), French (basic), Cantonese (phrases)

## Awards

- Google Founders Award and EMG Award
- CMU Alumni Award for Excellence in Comp. Sci.
- Phi Beta Kappa, Carnegie Mellon University
- Andrew Carnegie Society Scholar
- Mortar Board Senior Honor Society
- President of the U.S.'s Student Service Award
- Carnegie Mellon Senior Leadership Award
- National Society of Collegiate Scholars
- Cum Laude National Honor Society
- Dean's list every semester of undergrad.