

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**
- User Experience Lead, [Atari Inc.](#), Cryptic Studios (December 2008 – present)**
- 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.](#) (May 2008 – December 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.](#) (June 2007 – December 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.](#) (June 2006 – April 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 (Summer 2005)**
- First audio intern ever at nVidia; built 3 apps on MFC/J2ME. Designed/built a C++ RPC mechanism to replace JVM.
- Interface Design & Implementation, CMU End System Multicast Group, <http://esm.cs.cmu.edu> (2004 - 2005)**
- Designed and implemented a cross-platform P2P video broadcasting application in C++ with wxWidgets
 - Has been 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 (Spring 2003)**
- Built research plug-in to Audacity (wxWidgets), assisted implementation of Allegro Music Programming API (C++)
- Sound and Music Director, "Polar Bear Studios" Space Game Project, Boston University (Fall 2002)**
- Developed music for a student-run space-genre multiplayer game project using MS DirectMusic Producer
- 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** Usability, Networks + P2P, Computer Music, Speech Recognition, Psychology (Cognitive, Research Methods)
- Programming** Java/J2ME, C/C++ (MFC, wxWidgets), JS, PHP (Drupal), Clearsilver, Flash, Flash Lite, Lisp (Nyquist), SML
- Software** Adobe Photoshop/InDesign/Illustrator, Visio, ProTools, DirectMusic Producer, Finale, Sibelius, Reason Visual Studio .NET, Eclipse, Cygwin/MinGW, Matlab, Mathematica, Perforce/CVS/SVN, all MS Office apps
- Additional skills** Music composition/transcription/direction, operatic singing, piano, acting, volleyball, peer counseling
- Foreign languages** 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.