derekgraham@mac.com **Derek Graham** (206) 321-0828

## Creative Technologist

- Extensive background in UX/UI design, project management and technical program management.
- Broad product experience including desktop applications, hardware devices and embedded operating systems, mobile applications, server products, developer tools and platforms.
- Experience managing complex projects across functional teams internally, remotely and with external partners around the globe.
- Proven ability to understand, synthesize and distill complex end user, market, business, and technical requirements into effective product plans.
- Excellent written and verbal communication skills with passion for understanding customer needs.
- Adept at learning new skills and technologies and problem solving.

I enjoy building software to solve real world problems, using collaborative design processes.

## Work History

**iOS Developer —** Box-o-matic application
BOXOMATIC.IO | SEATTLE, WA SEP 2016 – PRESENT

- Box-o-matic creates direct to laser cutter designs for boxes and similar objects. Designed and implemented in Swift, including data model, file storage, graphics rendering and UI using table views and collection views. Storyboards with auto-layout for UI, StoreKit for in-app purchases, beta testing with TestFlight and Continuous Integration (CI) deployment of new builds.

**Metal Artist / Fabricator** — Tactile Design
TACTILE DESIGN | SEATTLE, WA OCT 2010 – JAN 2014

- Maintained metal sculpture and fabrication studio, focused on functional and architectural metal finish work, including steel fireplace surrounds, decorative trim work, scuppers and other sheet metal work.

**Owner / Builder** — Interbay Studio Collective
INTERBAY STUDIO COLLECTIVE | SEATTLE, WA OCT 2005 – PRESENT

- Designed, built and managed small-scale real estate development project – a live/work collective of creative workspaces in Seattle's industrial Interbay neighborhood.

**Technical Program Manager** — Windows CE Operating System
MICROSOFT | REDMOND, WA NOV 2000 – JAN 2002

- Collaborated with core OS engineering and tools team to design and build one-click UI for developers to quickly generate a complete operating system stack targeting hardware ranging from network routers to mobile and streaming devices.
- Designed modular catalog UI in the IDE for customizing OS platform deployment with variants and features by isolating key dependencies in operating system and tools.

**Lead Program Manager** — Windows CE Web Telephone Edition
MICROSOFT | REDMOND, WA NOV 1997 – OCT 2000

- Managed cross functional product development team with 15 hardware and software engineers, testers, designers, usability resources and outside design firm.

- Defined product feature set, scope and roadmap and delivered platform strategy to OEMs and network operators. Directed production of visual design, functional UI prototypes and physical concept models. Wrote functional specifications and prototyped interaction design.
- Designed UI and functional architecture to satisfy business goals, branding and feature requirements. Validated design with sales channel, manufacturers, service providers and users through user testing, trials, focus groups and market research.
- Primary technical contact with legal team for 3rd party intellectual property agreement.

**Product Manager** — Consumer Appliances Group Marketing
MICROSOFT | REDMOND, WA MAR 1996 – OCT 1997

- Responsible for overall platform and product strategy for emerging products, markets and device categories. Gathered requirements from internal stakeholders, customers and partners. Developed and refined project scope & product roadmap; identified key technology and API requirements.

## Prior Experience

MICROSOFT | REDMOND, WA

**Product Planner** — Microsoft Interactive TV

**Lead Program Manager** — Microsoft Works for Windows

**Program Manager** — Microsoft Works for Macintosh 4.0

**Test Lead** — Microsoft Works for Macintosh 3.0

**Software Tester** — Microsoft Works for Macintosh 2.0

## Skills

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|---|---|
| **Product** | User Requirements, Product Specifications, Business Plans, Product Vision, Product Roadmap, Business Development, Product Management, Product Strategy, Software Development Process |
| **Design** | User Experience (UX), Wireframes, UI Maps, User Scenarios, Interaction Design, Information Architecture, Usability Testing, Prototyping, Visual Design & Layout |
| **Technical** | XCode, Swift, Objective-C, UIKit, Cocoa Touch, Core Graphics, JavaScript, HTML5, CSS, JSON, Firebase, git, github, SQL, Arduino, Raspberry pi |

## Education

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|---|---|
| Advanced Software Development in iOS — Code Fellows \| Seattle, WA | 2016 |
| Ludwig-Maximillians Universität München \| Munich, West Germany | 1987-1988 |
| Reed College \| Portland, Oregon | 1985-1988 |

## About Me

I enjoy spending free time with family and friends, especially outdoors — recent highlights have included backpacking on the Colorado Trail, cycling around Eastern Oregon, ziplining in Thailand and snowboarding in Canada.