

James Park

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Experience

- 9.2012-Present **Porlamina Media, San Francisco, CA**
Music and audio composition for film, games, and video.
Composer and Sound Designer
- Composed music and sound effects for Gentleman Rat games PegGoo Pop, Viking Jump, and Rotogon.
 - Competitor in Beatedm.com music competition which was filmed and currently in production.
- 2.2012-9.2012 **Sharethrough, San Francisco, CA**
We are a native video advertising platform.
Senior UX Designer
- Responsible for interaction and functional specs for the Sharethrough video advertising service.
 - Architected update of the Sharethrough service based on customer conversation, competitor research & analysis, and company goals.
- 3.2010-1.2012 **Ustream, San Francisco, CA**
The leading live interactive broadcast platform.
UX & Product Architect
- Managed the design team. Design tasks were received and displayed via a custom implementation of Google Documents form for internal transparency and completion status.
 - Responsible for interaction and functional specs for the Ustream service.
 - Architected update of the Ustream service based on customer conversation, competitor research & analysis, and company goals.
 - Maintained consistency of the Ustream service brand across web, mobile, and television platforms.
- 9.2006-3.2010 **Radar Networks, San Francisco, CA**
Pioneering the Semantic Web with a new platform for the next-generation of Web applications.
Senior Interface Developer, User Interaction Designer
- Developed personas, use cases, and requirements documents for the Twine.com service.
 - Responsible for interaction and functional specs for the Twine.com service.
 - Created and authored front-end features of Twine.com service with HTML, CSS, and JavaScript.
 - Coordinated usability testing of Twine.com service with outside agency.
 - Adapted design process to complement Agile software development.
- 9.2001-9.2006 **TVWorks, Inc., Mill Valley, CA**
A global provider of software that enables the automation and optimization of interactive TV applications, services and content.
Deployment Services: Senior Software Engineer
- Lead of the technical and production team for Comcast Cable: Baltimore and Cox Cable: San Diego interactive television deployment effort.
 - Drafted and implemented a standard project process for Professional Services.
 - Rewrote and simplified a customer-facing advertising publishing tool for interactive television.
 - Created and authored interactive television proposal for Cox Cable using Macromedia Flash.

Skills

Interaction Design

Usability and field research
Persona development
Conceptual modeling
User flows and wireframes
OmniGraffle, Visio, Illustrator, Fireworks, Photoshop

Prototyping

HTML, CSS, Javascript, Actionscript and Flash

Programming

Shell scripting, Java, Perl, MySQL, Postgres

Audio/Video

Music composition, Screenwriting, Video editing, Live Performance

Experience (cont'd)

- 3.2001–9.2001 **Loudcloud (now Opsware), Sunnyvale, CA**
Build and maintain seriously reliable internet operations.
Senior User Interaction Designer
- Lead of the design and production team for Loudcloud, Inc.
 - Advocated and implemented user-centric solutions resulting in exceeding customer satisfaction for all company projects.
 - Responsible for all customer-facing interactions such as myLoudcloud, a systems monitoring tool, and the public website.
- 7.1999–1.2001 **MP3.com, San Diego, CA**
The premiere internet music company, employing leading edge technology.
Director of User Interface Design
- Managed a four person team concentrated on user interface and web site interaction design.
 - Lead the brainstorming, storyboarding, and front-end implementation of the major web site projects, such as My.MP3.com, Retail Music, Music Channels, and the New Music Army.
 - Researched and prepared the web site for internationalization.
 - Worked with Naviant and Panja, offering user interface suggestions for their products. Won \$20,000 contract to redo Panja's Broadband Music Device interface for MP3.com.
- Own co-patent on My.MP3.com and Retail Music systems.
- 9.1995–7.1999 **Netscape Communications (now AOL), Mountain View, CA**
The premiere internet software infrastructure company. While there company went from IPO to merger with AOL.
Senior Content Engineer: Programming, Content, and Design, Professional Services
- Planned and implemented projects for Fortune 500 clients such as Netcom, Citibank, GTE, and Telia as a member of World Wide Professional Services Global Practices Design Center team.
 - Set the style, format, and interaction for Netscape's business to business extranet effort, Insight as the senior content engineer.
 - Updated, restructured, and redesigned Netscape Learning, a web site reference for Netscape Products as the sole content engineer.
 - Created and maintained the intranet for Customer Marketing.
 - Created interface and registration process for Inbox Direct, an HTML email subscription service.
 - Generated weekly marketing indicator reports based on web metrics and tracked cause and effect relationships with various implemented programs within Netscape.

Education

North Carolina State University, Raleigh, NC

Three years towards Electrical Engineering
Computer & Technology Theme (CATT) dormitory program founder, a student-run residence which explored computer-related technologies.