

## Summary

Over 10 years experience collaborating with various teams and contributing to the success of shipping over 20 Adobe products. Desire to work with inspiring creative team producing engaging experiences using the tools I've helped create.

## Adobe Systems Incorporated, Oct 1997 – Present

### Nov 2007 – Present, Program Manager

Products managed include CS Review (CSS), OnLocation CS4, and CS4 Production Premium. Instrumental in providing structure and process for the launch of Adobe into the online services market with Adobe CS Review 1.0. Drove efficiency for the InDesign High-Profile customer maintenance program. Unified teams around tools and agile processes encouraging feedback and adaptability. Coordinated deliverables and schedules within an extensive dependency chain of multiple products, technologies, and cross-functional groups. Fostered strategic collaboration within the management team that filled product management gaps. Developed better alignment of defined feature work against team resources.

### Oct 1999 – Oct 2007, Software Quality Engineer, Trainer

Worked on After Effects, Photoshop, and Photoshop Elements (CS to CS4). Typical black box duties included writing test plans, feature descriptions, matrices, and test cases; bug reporting and regression; hardware configuration and system restoration. After Effects lead and primary contact for the following cross-product interoperability feature areas: Adobe Photoshop, Adobe Camera Raw, Adobe Dynamic Link, and Adobe Common Workspaces. Engaged with customers through on-site visits and pre-release programs, partnering with them to improve their workflows. Championed more efficient Camera Raw workflows applicable to time-lapse and sequencing. Engaged in extensive customer relationships by organizing and participating in over 40 public speaking and instructional engagements in partnership with internal Adobe groups.

### Oct 1997 – Oct 1999, Media Release Engineer

Managed the production process and unified user experience of release media (CD-ROM and DVD-ROM) for 7 different cross-platform multilingual Adobe products. Responsible for version control of deliverables from cross-functional teams. Maintained a FileMaker database and web-based front end to process requests and track schedules.

## Apple Computer, Inc., Jul 1996 – May 1997

### Quality Engineer, Lab Technician

Black-box testing of Apple Remote Access 3.0. Authored test cases and matrices; bug reporting and regression. Performed client/server testing against 3rd party software and 3rd party client/servers. Managed and tracked hardware configurations and upgrades. Assisted in server and system backups. Tested and provided technical reviews of Newton Connection Utilities 1.0.

## Software / Strengths

Adobe After Effects, Adobe Premiere Pro, Adobe Illustrator, Adobe Photoshop (Certified Expert and Trainer)

Fine art skills include painting, drawing, and metal sculpting

## Involvement

2000 – Present, National Association of Photoshop Professionals member

2000 – 2005 Adobe Emergency Response Team

2003 – 2005 Adobe Philanthropy council

## Accomplishments

### All-American Swimmer

1990 – 1994, 4-time Academic & Athletic All-American, 4-time NCAA finalist

### Boys Swimming & Diving Head Coach

2000 – 2007, Eastlake High School  
7 consecutive State competitions, 5 consecutive sportsmanship awards, and 1 league championship

### Mt. Rainier Summit

2001, raised \$4,540 for the American Lung Association

### Tae Kwon Do Instructor

2002 – 2004, Bothell Parks & Recreation  
2008, achieved 3rd degree black belt

## Education

### University of California, Berkeley

1996, Bachelor of Arts in Art, with Honors

### Masters Institute, San Jose

1998, Associate Degree in Multimedia Communications and Presentation Design, with Honors

### Scrum Alliance

2008, Certified Scrum Master

### Stanford University

2010, Advanced Project Management certification