

c: 408 • 489 • 5181

Steve Moore

e: steve@mooreinc.com

w: mooreinc.com

SUMMARY

A senior software professional with extensive experience in single-page enterprise applications that are richly interactive, with a meticulously-focused attention to detail. A disciplined approach to UI software development using agile development best practices, with a fast and efficient work ethic, and achieving optimal user experience through development of innovative, highly-usable interfaces, while producing top-quality code.

A rich history and depth of experience in software engineering with a passion for putting the “face” on complex commercial products, with expertise in:

- UI Development
- Usability Analysis
- Visual Modeling
- UI/UX Design
- User Stories / Use-Case Analysis
- High Quality Code

Relevant Keywords

UI/UX Software Development • HTML5/JavaScript/CSS3 • Usability • User Stories • Agile • UML

PROFESSIONAL EXPERIENCE

Cisco Systems, Inc.

Jun 2016-Present

San Jose, CA

Technical Leader II • Senior UI Developer

UI software development for the APIC product, a software-defined networking application, using Javascript, the ExtJS UI framework, and Sencha Architect

Prototyped components for team members using Sencha Architect

- Designed and developed a fault analytics application to help users isolate, analyze, and troubleshoot sources of reported problems in the APIC product
- Designed and developed numerous reusable UI components
- Mentored and assisted junior team members in developing their features
- Use of ExtJS, Javascript, Sencha Architect, Highcharts, D3, HTML5, CSS3, PowerPoint

Joingo, LLC

Feb 2014-Jun 2016

San Jose, CA

Senior UI Developer • Usability Enforcer

UI software development for a browser-based Mobile Brand Engagement and Marketing enterprise application, using Javascript, the ExtJS UI framework, and Sencha Architect

Acted as technical lead for a small UI development team

- Worked with senior management to prioritize, scope, and schedule new features
- Created high-fidelity wireframes and storyboards prior to development
- Responsible for front-end development of several major applications
- Developed reusable UI components
- Mentored junior engineers
- Oversaw consistency and usability of Console UI
- Helped ensure quality of Console UI through oversight and fixing others' bugs
- Use of ExtJS, Javascript, Sencha Architect, Highcharts, HTML5, CSS3, PowerPoint

Realization Technologies

Feb 2013 - Feb 2014

San Jose, CA

Senior UI Developer • Usability Expert • Independent Contractor

Product development consultant for a new project management product

User story-based requirements analysis

UI Development, Design/Prototyping

- Created high-fidelity wireframes and storyboards for implementation by UI developers
- Developed various UI features and functions
- Designed new approaches to achieve workflow objectives
- Drove consistency and improved overall quality of look-and-feel
- Wrote detailed user stories to highlight functional and UI requirements
- Use of ExtJS, Sencha Architect, Javascript, HTML5, CSS3, Visio, PowerPoint

NetScout Systems (Network General)

Apr 2005 – Feb 2013

San Jose, CA

UI Architect • Senior UI Developer • Technical Lead • Usability Expert

UI Architect, developer, and technical lead for the corporate Usability Team, enhancing overall product suite look-and-feel, driving consistency and improving overall quality

User story-based analysis

Software and UI design/development

Common component development

- Led team of eight UI designers/developers in defining corporate standards for rich-client-like web applications
- Created wireframes/storyboards for implementation by UI developers
- Helped to drive consistency and improve quality of look-and-feel across the entire product suite, through the use of common components
- Facilitated creation of a centralized software reuse process to reduce development costs, improve software quality, enhance maintainability, and enforce consistency
- Use of Rally (user stories), jQuery, jqGrid, JavaScript, HTML, CSS, UML (design), Visio, PowerPoint, and ProtoShare (storyboarding)

Software Architect • Senior UI Developer • Technical Lead

Principal designer and developer for new, ground-up version of the flagship product, **Sniffer**, which won Search Networking's 2008 Product of the Year

Technical lead and principal contributor for the more complex controls and base-class UI elements

- Worked with Product Mgmt to develop use-cases and to help refine PRD requirements into software and user interface requirements
- Developed much of the UI architecture from use-case analysis
- Developed a plug-in-based architecture and its design models for extensibility, maintainability, and enhanceability
- Designed and developed most of the UI subsystems
- Specified requirements for and developed several common UI components
- Tech lead for 5-10 UI software engineers, some based in India
- Integrated Flex UI components into the .NET architecture
- Use of C#, .NET 2.0-3.5, DevExpress, ChartFX, GoDiagram, UML, Adobe Flex, on Windows

Mendocino Software

Apr 2004 – Apr 2005

Fremont, CA

Senior UI Developer • Technical Lead

Responsible for a full spectrum of the startup's development phases for an application recovery management product, developing most of the product's user interface

- Worked with Product Mgmt to develop use-cases and requirements
- Produced detailed design models and specifications of the UI layers
- Developed a rich, innovative, component-based user interface for command, control, and monitoring, with several custom controls
- Tech lead for several UI software engineers, some based in India
- Use of C#, .NET, C++, UML, RUP, on Windows

Rational Software - IBM Jun 1996 - Apr 2004 **Cupertino, CA**
UI Developer • Principal Software Engineer

Acted as UI/software designer and requirements analyst for the Rational Unified Process product

- (*Acquired by IBM in 2003*) Designed the user interface for the Rational Unified Process elements hosted in the Eclipse shell
- Produced Use Case Specifications, Software Architecture document, Software Requirements Specification, and object models
- Prototyped UI elements to more effectively communicate design features and workflow to the developer team
- Use of RUP, UML, OOD, XML, C++, MFC

UI Developer • Technical Lead • Principal Software Engineer

Established a software reuse initiative that gained high recognition and visibility within Rational, continuing into the IBM Software Group, saving over \$250k in development costs from a single common component

- Introduced common component technology and software reuse strategies to the suite of products in the Rational brand
- Developed several software components to be included in all Rational products;
- Collaborated with a virtual team of over 30 lead developers from all Rational product teams
- Use of C++, MFC, ATL, COM, OOD, UML, RUP, XML

Rational Software - Catapulse, Inc. 2000-2002 **Cupertino, CA**
UI Developer • Technical Lead • Principal Software Engineer

Designed and participated in the development of a client-side subsystem for the hosted development service, with an innovative solution that greatly improved future growth and exceeded product management expectations

- (*A startup spun off from Rational Software*) Tech lead for 7 senior engineers in design and development efforts for one of the first SaaS services
- Designed a thin-client mechanism for integrating 3rd-party tools into popular developer IDEs as well as the browser
- Designed the techniques for sharing services and information between the browser, the IDEs, and the desktop
- Developed shell extensions, an application bar, desk bands, and other custom controls and common components that communicated with the desktop application integrations or “points of presence”
- Use of C++, MFC, COM, OOD, UML, RUP, XML

Rational Software 1996-2000 **Cupertino, CA**
UI Developer • Automated Testing Group • Principal Software Engineer

Significant contributor in developing two commercial software products for the automated software testing market
Common component development

- Significant contributions in design and development of an automated GUI test product
- Sole responsibility for design and development of an image recognition, validation, and comparison application
- Created several custom, reusable UI widgets, controls, and utilities
- Use of C++, COM, MFC, UML, RUP

EDUCATION

M.S., Applied Math, Univ. of Santa Clara, Santa Clara, CA
B.S., Math, Univ. of Santa Clara, Santa Clara, CA