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## SUMMARY

A senior software professional with extensive experience in single-page enterprise applications that are richly interactive, with an intensely-focused attention to detail. A disciplined approach to UI design through rapid prototyping of user-story-based wireframes, storyboards, using agile development best practices, with a fast and efficient work ethic, and achieving optimal user experience through development of innovative, highly-usable interfaces featuring “bugless” 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/UX Design
- Usability Analysis
- Visual Modeling
- UI Development
- User Stories / Use-Case Analysis
- Bugless Code

### Relevant Keywords

UI/UX Design & Development • Usability • HTML/JavaScript/CSS • User Stories • Agile • UML

## PROFESSIONAL EXPERIENCE

### Joingo, LLC

Feb 2014-Present

San Jose, CA

UI/UX Designer/Developer • Usability Enforcer

UI/UX design and JavaScript software development for a browser-based Mobile Brand Engagement and Marketing enterprise application, using the ExtJS UI framework

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 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, Architect, Highcharts, HTML5, CSS3, PowerPoint

### Realization Technologies

Feb 2013 - Feb 2014

San Jose, CA

UI/UX Designer/Developer • Usability Expert • Independent Contractor

Product development consultant for a new project management product

User story-based requirements analysis

UI Design/Prototyping, Development

- Created high-fidelity wireframes and storyboards for implementation by UI developers
- 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
- Developed various UI features and functions
- Use of ExtJS, JavaScript, HTML5, CSS3, Visio, PowerPoint

**NetScout Systems (Network General) Apr 2005 – Feb 2013 San Jose, CA**  
 UI Architect • Software Designer • Technical Lead • Usability Expert

UI Architect 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/UI design

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 • UI Designer/ 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**  
 UI & SW Designer/Developer • Technical Lead

Responsible for a full spectrum of the startup's development phases for an application recovery management product, acting as a bridge between the vision and the implementation; developed 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
- Developed several custom controls, one with complex graphical rendering
- 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 & SW Designer/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 Component Designer/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
- Wrote the Business Requirements, Software Architecture, Software Requirements, design artifacts, and API specifications for each common component
- Developed several software components to be included in all Rational products; one of them resulted in savings of over \$250k in total development costs
- 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 - Catapult, Inc.**

2000-2002

Cupertino, CA

UI & SW Designer/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*) Led 7 senior engineers in design and development efforts
- Designed a thin-client mechanism for integrating 3<sup>rd</sup>-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 & SW Designer/Developer • Automated Testing Group • Principal Software Engineer

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

- Made significant contributions in the design and development of an automated GUI test product
- Sole responsibility for design and development of an image recognition, validation, and comparison application, with highly-interactive and complex UI
- Created several custom UI widgets, controls, and utilities widely used in both products, saving hundreds of hours of development effort, while injecting the applications with rich user experience and natural workflow accommodation
- 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