

contact@BrianWoodard.com

OVERVIEW

I'm at my best when creating solutions on whiteboards. As a longtime iPhone developer, I've developed an broad skill set with experience in product management and user experience design. I'm looking for early stage companies where I can make an impact.

CAREER

Sr Project Manager of Serbian Operations, ShowingTime **May 2017 - Present**

ShowingTime is a scheduling and communications platform for real estate agents, used by 65% of all listings in the USA

- Project owner for starting the companies first offshore development branch office in Belgrade, Serbia
- Set and managed project time lines, wrote job postings, screened resumes, interviewed technical candidates
- Designed new app for home sellers, performed UX research and acceptance studies, built stakeholder buy-in
- Helped development team for new C# Xamarin application, facilitated technical bridge-building between offices

Sr Project Manager of Mobile Development, ShowingTime **Oct 2015 - May 2017**

- Product Owner of mobile app presence on both iOS & Android, with 500k+ total installs and 150k MAU
- Product Manager, helped scrum master for team composed of six mobile/web devs, one QA and one UI design
- Lead a full app redesign from start to finish, headed design team as we created a new navigation structure and visual aesthetic, managed the 9 month long implementation, delivered on schedule
- Executed customer research and user validation testing using continuous improvement techniques
- Spearheaded mobile growth promotional campaign, increased daily installs by 50% and weekly active users by 30%
- Introduced many best agile practices, as first team in the company to use a physical scrum boards, 2 week sprints, definition of ready and planning poker

Fulltime Consulting, solo freelance contracts **Jan 2015 - Oct 2015**

- **UX, Product Management consulting** with ShowingTime: conducted field research, wrote personas, coordinated with outside design consultants, shaped corporate mobile strategy with CEO & Director of Engineering
- **iOS development consulting** with DoubleLife Music: reworked an existing app, updated live FFMPEG-based streaming, simplified UX, troubleshot bugs
- **Development Team Lead** with Nymbus, set timetables and managed priority for team of three, advised on process improvements and designed innovative multi peering technical architecture, created iOS app in Xamarin / C#

UX & iOS Developer, 360fly **Sept 2014 - Jan 2015**

360fly was an early single-sensor 360-degree cameras for the consumer action camera market

- As UX team of one for the mobile apps teams, designed wireframes, app flow diagrams, became internal expert at competitive landscape
- Designed and ran usability study at BikeTek Pittsburgh, used to create personas and inform design decisions
- Worked closely with Rocket Consulting to create new app navigation structure and visual aesthetic
- As an iOS developer, led team to be first in company to adopt GitFlow branching strategy and encouraged a nascent code review culture

Software Developer, Convergence Team, UPMC Technology Development Center **Oct 2013 - Sept 2014**

Convergence was a surface tablet-only Windows 8.1 app for managing electronic health records in a clinical environment

- Created the Vitals UI display panel in Angular.js, learning javascript development along with well defined processes
- Participated in user shadowing at UPMC Mercy Hospital and represented development in the design process
- Had multi day training in continuous improvement Agile/Scrum methodology, learned value of GitFlow

Jr Software Developer, Vidio Team, Smith Micro Software **Apr 2011 - Oct 2013**

Vidio was a white label video hosting server product with adaptive streaming through device fingerprinting

- Became the team's iOS / Objective-C developer and TestFlight administrator
- Development lead for the ActivePlay project, coordinated 5 engineers in 3 officers using SubVersion
- Created concept and designed architecture for Fizzle, a proposed iOS messenger app with an emphasis on security through deletion

EDUCATION & PERSONAL PROJECTS

Personal Projects

- Created demands.co, an complete social media app that experiments with having the app prompt the user to take a photo randomly throughout their day; used Obj-C / MySQL / PHP, updated with FireBase and Swift with unit testing
- Passionate about the potential for AR/VR, self taught HTC Vive development with Unity & Blender
- Created signpost.global, an experimental microblogging site in the web-brutalist aesthetic using PHP and MySQL as a personal development project in 2016
- Created 360showings.com, a StartupWeekend Pittsburgh 2015 winner for enabling real estate showings to capture 360 degree video of their listings
- Participated in Carnegie Mellon's Human Computer Interaction Institute annual conference, gained valuable exposure to human centered design from keynotes and personal discussions with both Don Norman and Karen Holtzblatt

Bachelors of Computer Information Systems, Grove City College **2007 - 2011**

- Member of Association for Computing Machinery, Nu Lambda Phi fraternity
- Technology Helpdesk associate; helped students and faculty with everyday IT issues, learned first hand the importance of backing up your data
- Honored invitee in 2013 as one of five alumni to speak at the Grove City Alumni Career Panel for Software Engineers

Global Business Leadership Program, Copenhagen Business School **2009 - 2010**

- Spent both Junior year semesters studying abroad in Denmark, studying and living in a multicultural environments
- Exposed to mobile development and mobile design principals for the first time that laid groundwork for my interest in UX design

HOBBIES / OTHER EXPERIENCES

BFW Photography (bfwphotography.com) **2010 - Present**

- Photographer with 7 years of experience, previously worked for Sunwaves Festival(Romania), the Rex Theater (Pittsburgh), Steez Promo (Baltimore), and DayGlo Entertainment (Pittsburgh)
- Founding member of Yinzbox, Pittsburgh's premier Urban Exploration photography group

Fire Performer **2011 - Present**

- Created and executed a 30-person fire performance with a NAFAA-grade safety plan as Fire Conclave Lead at FrostBurn, Pittsburgh's regional Burning Man event
- Experienced with a variety of props including pyrojax, poi, and fire eating

Soccer Official, Pennsylvania Interscholastic Athletics Association **2001 - 2009**

- FIFA Grade 8 official for 8 years, PIAA High School varsity official for 2 years
- Handling players, coaches and parents in a dynamic charged environments formed a basis for leadership and quick decision making