

Peter Scannell

Lowell, MA • 978.441.0494 • alakai@axswave.com • www.axswave.com/peter

User Interface Architect with more than 15 years of progressive accomplishments in user interface design and development, product design, product implementation, workflow analysis, requirements and task analysis, program management, customer interaction, human factors engineering, usability testing and training.

Professional Highlights

- Agile Scrum Master, Team Lead, Ajax developer, UI and Interaction Designer for Openwave Richmail 2; a full-screen, interactive, Web 2.0 email and messaging product for use as the email system for large-scale telecom subscribers.
- UI Architect and Designer, Project Lead for AvidProNet and Avid Review & Approval. AvidProNet won the Millennium Award at the National Association of Broadcasters Convention in 2000; Review & Approval won the National Cable & Telecommunications Association Vanguard Award in 2001.
- Co-author on 5 User Interface Patent Applications and 22 Interface Design IBM Technical Reports; awarded an IBM Second Plateau Invention Achievement Award.
- Demonstrated problem solver, able to take complex and unrelated information and organize it into workable designs for collaborative Web-services and applications, shrink-wrapped PC products, and combined hardware and software products.
- Strong cognitive and human factors researcher with PhD, and demonstrated ability to integrate findings into real-world, usable products.
- Expertise in user interface and product design; HTML, CSS, Javascript, Ajax; requirements analysis; Web browser compatibility.

Experience

Openwave Systems, Inc., Burlington, MA

2006 to 2009

- **Agile Scrum Master, Ajax Developer, UI Architect/Designer** for Openwave Richmail 2.0.1 through 2.0.9; a full-featured, application-like, Web 2.0 email and messaging product for large-scale telecom subscribers.
 - Scrum master and technical lead for Richmail 2.0.7 through 2.0.9. Helped implement new features as well as performance improvements.
 - Responsible for the design and implementation of the layout engine used to generate the UI for Richmail 2.0, as well as the specific design and implementation of the email UI.
 - Mentored new team members, bringing them up to speed on the technologies used in Richmail and assisting them during development.
- **UI Architect/Designer** for Openwave Richmail 2.0, an Ajax Web application for email, address book and calendar, using Javascript, Java, and JSP.
 - Designed, prototyped and tested the next generation user interface for Richmail 2.0. Produced UI specifications, prototypes, full-color designs, graphics and icons.
 - Responsible for customer task analysis, evaluation of product requirements, design and prototyping of the UI, usability testing of interface, use case and workflow generation, graphic design, management of graphic design consultants.
 - Owned the product style sheet, layout, interaction design of the product.

alakai@axswave.com • www.axswave.com/peter

Black Duck Software, Inc., Waltham, MA

2005 to 2005

- **UI Architect/Designer** for protextIP, Black Duck's software for compliance management solutions that help companies govern how software assets are created, managed, and licensed.
 - Responsible for customer task analysis, evaluation of product requirements, design and prototyping of the UI, usability testing of interface, use case and workflow generation.

Avid Technology, Inc., Tewksbury, MA (NASDAQ: AVID)

1997 to 2003

- **UI Architect/Designer and Engineering Manager** for MediaManager Select, Avid's high-end film and video review system, including a Web-based manager and a C++ review application, to enable management and review of high-resolution digital media from a central location.
 - Designed, prototyped and helped program the user interface, and led the engineering for Digital Dailies which integrates Avid's MediaManager (asset management system for digital media), Unity (storage solution for uncompressed digital media storage and access), and MediaNetwork (fibre-channel, Ethernet, and TCP/IP transport system for Unity).
- **UI Architect/Designer and Technical Lead** for Avid Review & Approval and Avid NetReview. Review & Approval was Avid's first Web-based and Internet-enabled, media review tool for Avid editors. Avid NetReview was Avid's first enterprise-level, Web-based and Internet-enabled, media review tool for corporate environments.
 - Designed, prototyped and helped program the user experience and user interface, led technical architecture efforts, wrote technical specifications, conducted usability tests, and managed the development for Review & Approval
 - Designed, prototyped and helped program the user experience and user interface, and wrote technical specifications for NetReview, to allow companies to use their own Internet servers to manage media review across a high-speed network.
- **UI Architect and Engineering Project Manager** for Avid Production Network (AvidProNet) and AvidProNet's Web services.
 - Defined and prototyped the user experience, conducted usability tests, wrote the technical specifications, led the development, and managed the worldwide release of AvidProNet, a community of interest and knowledge-based site for professional content creators using in-house developed content management system, SQL database for classifieds, resumes and bulletin boards. Led compliance efforts for worldwide release, working with Avid Legal.
 - Responsible for personnel management of members of the Avid Production Network team. Site active from 1999 to 2002 when it was incorporated into Avid.com.
- **Principal Interface Designer and Programmer** on development team for integrating Avid Technology's Marquee Titling and 3D-DVE program into Softimage Digital Studio.
 - Worked as a member of the team doing the actual implementation of the tool into Digital Studio using Microsoft's Visual C++ and Developer Studio in Windows NT.
 - Conducted user interviews and product requirements gathering for the second generation of Avid's Marquee product. Conducted competitive product analyses, user task analyses and gathered customer requirements for video and film special effects products.

University of North Texas - Denton, TX

1996 to 1997

- **Director of Advanced Tech. Lab**, responsible for the Advanced Technology Lab in the Department of Technology & Cognition at the University of North Texas.
 - Managed lab and personnel and taught senior level Design courses. Designed task analyses, competitive analyses, conducted focus groups to analyze interface issues.

Connectware - Richardson, TX

1995 to 1996

- **Senior GUI Architect and Developer** for Cruiser, a Personal Information Manager incorporating e-mail, address book, calendar, group scheduling, voice, telephony and fax control.
 - Designed and prototyped the user interface, wrote user interface specifications, developed code and performed user-testing of the GUI for Cruiser.

IBM - Southlake, TX

1988 to 1995

- **Software Engineer and Team Leader** for the Macintosh Time and Place Calendar team.
 - Designed, programmed and user-tested the Macintosh UI for Time and Place, using C++.
 - Team Lead responsible for interviewing and hiring decisions.
- **Interface Design Engineer** for a cross-platform office suite using Neuron Data and HyperCard.
 - Designed and documented the user-interface as part of a design team. Coded a cross-platform interface using Open Editor from Neuron Data.
 - Authored four software interface patent applications and twenty-two interface design IBM Technical Reports and consulted with the graphics designer on icon design.
- **Human Factors Engineer** for OfficeVision release 2 for OS/2.
 - Developed scenarios to test software ease of use and conducted usability tests. Statistically analyzed test results and created test reports and summaries for management.

Experience Prior to 1988

- **University of North Texas – Instructor**
 - Developed and taught Internet, CAI, computer literacy, and computer programming courses. Developed educational multimedia applications.
- **American Samoa Community College – Computer Instructor & Lab Manager**
 - Developed and taught computer literacy and computer programming courses and managed the computer lab at the American Samoa Community College.
 - Managed the PEACESAT satellite station and developed software for data transmission between PEACESAT stations in the South Pacific, Hawaii and the US mainland.
- **University of Hawaii – Computer Lab Manager**
 - Managed the College of Education Computer lab and designed and developed various educational software applications in BASIC and LOGO.
- **Hawaii Loa College – Computer Instructor**
 - Developed and taught computer literacy and computer programming short courses.

Education**PhD in Information Science, awarded Fall 1997****University of North Texas**

Dissertation: Three-dimensional Information Space: An Exploration of a World Wide Web-based, Three-dimensional, Hierarchical Information Retrieval Interface Using Virtual Reality Modeling Language.

Areas of Study: Computer Science, Human Factors, Cognitive Science.

Masters of Education in Secondary Science Education**University of Hawaii****Bachelor of Science in Biology****University of Hawaii**