

DAVID J McCLELLAND

Rochester, NY

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AWARD-WINNING USER INTERFACE DESIGNER / DEVELOPER

Bold original thinker with the intellect and curiosity that cultivate uncommon solutions to novel problems. Distills complex ideas into achievable, user-oriented plans. Translates concepts into tangible prototypes that define effective solutions.

STRENGTHS

User Interface Design | High-Fidelity Prototyping | User Interface Engineering

TECHNICAL SKILLS

Creative:	Adobe Suite, Miro, Figma
Build:	Gulp, Git, GitHub / GitLab Actions , Jenkins
Front End:	React/Redux , Aurelia, SVG, Sass, Unity
Languages:	Javascript / Typescript, CSS, HTML, Java, JSON, REST
Test:	Jest / React Test Library , Jasmine / Karma, Selenium
Server:	Tomcat, Docker, Jenkins, Node , Atlas, Mongo, Express
Security:	BURP suite / developer tools / OWASP / Wireshark

PROFESSIONAL EXPERIENCE

DEVO North America, Boston, MA

IT security platform

Principal Developer, Remote

2022

Brought in to complete the user interface development of a customer onboarding automation tool.

- Took over development from departing engineer: refactored and re-engineered a monolithic jquery based application into a performant and supportable alpha release for customer evaluations.
- Designed a successor tool and built a POC using React 18 and utilizing Devo's new design system.
- Enabled automation in build and test cycle to generate artifacts to integrate with Devo platform.

THINGWORX, A PTC TECHNOLOGY, Boston, MA

IoT platform / application builder

Principal User Interface Engineer, Remote

2016 - 2021

Member of a small, fast-moving team dedicated to driving user interface development of key Thingworx software solutions and transferring ownership to sustaining teams.

- Developed and enhanced UI for online IoT rapid application development tool called Mashup Builder, utilized for qualifying and converting 100's of prospective enterprise customers through low-touch proof-of-concept process it enabled. Product included a suite of widgets: data-bound interactive UI elements used for inputs and displays. A drag-and-drop layout and a binding scheme provided a near-WYSIWYG development environment. Use of algorithms to optimize graphic displays of large data sets.
- Interacted with strategic enterprise customers, pre-release testing of upgrades and bug fixes and live market research for custom widgets with installed base via widget extensions that addressed specific requirements.
- Triaged and scoped CRs. Gatekeeper on unit tests. Pen-testing, verifying, reproducing, closing and regression analysis on various changes. This activity reduced a running backlog from 2-3 man-years to a sustainable backlog over 2 years while standing up offshore sustaining teams.
- Selected to provide advanced expertise to "swat team" for PTC flagship product Digital Performance Management built with Mashup Builder, releasing on time for industry event launch.
- Led distributed junior team that identified and hardened vulnerabilities ie CORS, XSS, clickjacking, encoding.

User Interface Engineer / Designer

2012 - 2015

Key contributor modernizing the aging UI of an enterprise Internet of Things software platform.

- Sole contributor localizing Axeda UI, meeting a key requirement for selling to strategic multinational customers.
- Occasional presenter of UI features at industry events

THINGWORX, A PTC TECHNOLOGY (Continued)

- Helped develop modern and responsive UI reskin over aging Java Struts-based application. HTML / Javascript / CSS skinnable UI unlocked OEM and partner sell-through, greatly increasing reach, scale and profitability. Contributed to eventual company acquisition by PTC.

SKILLSOFT (formerly Element K), Rochester, NY

2011 - 2012

*eLearning content publisher***Learning Game Architect**

Led a cross-discipline team of artists, programmers and writers to create a unique category-defining product.

- Recruited back to formulate strategy, architecture and product design for planned learning game initiative. Delivered comprehensive designs, development approach and demos. Authored company's perspective on serious games. Presented at corporate and industry events. Raised profile of Element K as thought leader in corporate eLearning space, leading to acquisition by Skillsoft.

NOVATEK COMMUNICATIONS, INC., Rochester, NY

2007 - 2011

*Technical documentation provider***Lead Software Developer**

- Created rich media dashboards and workplace simulation experiences for Fortune 500's including Sodexho and Johnson & Johnson. 3X expansion of eLearning cross-sell to technical documentation core business.

INDEPENDENT SOFTWARE CONSULTANT, Rochester, NY

2004 - 2011

- Designed and developed custom software for private industry and government agencies.
- Subcontracted software programming and motion design for USAF. On-time pixel-perfect content using customer SDK.
- IRS eLearning content development and integration.

PLEXUS SCIENTIFIC, Alexandria, VA

2006 - 2007

*Federal Government Contract Services Provider***Software Consultant**, Remote

- Drove eLearning technology initiative executing content integration, instructional design and research for cabinet-level government agencies including IRS, Homeland Security.
- Served as in-house consultant and analyst to facilitate integration of content provided by third parties to onto a complex 50-state first responder training system for Homeland Security.

ADDITIONAL EXPERIENCE**EASTMAN KODAK COMPANY**, Rochester, NY**Software Developer****ELEMENT K**, Rochester, NY**Software Developer****SAFE PASSAGE INTERNATIONAL**, Rochester, NY**3D / Multimedia Software Developer****VICARIOUS VISIONS**, Rochester, NY**Computer Game Content Developer****PELICAN DESIGN**, Xerox, Rochester, NY**Award-Winning Industrial Designer****EDUCATION****Bachelor of Arts (BA)** with Honors, Industrial Design. Rochester Institute of Technology