

Ron Conescu

25 years designing and building GUIs, UI frameworks, and APIs
Master of Human-Computer Interaction, Carnegie Mellon University

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Summary

As a **user-interface (UI) engineer**, I strive to build tools that help people see, think, and act clearly and effectively. As a **user-experience (UX) researcher**, I strive to identify and solve problems people find meaningful. I've built software tools with graphical user interfaces (GUIs) since I was 12 years old. I enjoy teaching and mentoring.

Programming Skills

- *systems*: iPhone, Android, Web, BeagleBone, Mac, Windows, more
- *languages*: Swift, Objective-C, Java, JavaScript, HTML, CSS, Node.js, regular expressions, more
- *tools*: Xcode, Git, JIRA, Tower, Photoshop, OmniGraffle, Microsoft Word, Google Docs, Dropbox Paper, Confluence, more
- *documentation*: write thorough, clear documentation for end-users, programmers, and QA

Research Techniques

- observations, respectful interviews, team creativity exercises, think-aloud studies, paper prototyping, rapid software prototyping

Employment

Senior Software Engineer, Shared Rides, Uber

March, 2018–present
San Francisco, CA

- enhanced screens in Uber's **driver**- and **rider**-facing iPhone apps
- helped create multi-department Side of Street team to improve the software helping drivers and riders find each other at pickup time
- helped onboard new employees by participating in Q&A sessions and contributing to tutorials
- *technologies*: iPhone, Swift, Objective-C, ReactiveX, SnapKit, Git, Phabricator

Senior iOS Engineer, Y Media Labs

November, 2014–March, 2018
Redwood City, CA

- enhanced the infrastructure for a suite of apps using Apple's ResearchKit (**My Heart Counts**, **mPower**, **SleepHealth**, and more). Rebuilt scheduling system, including server synchronization and Core Data migration. Enhanced internal language parser for our server-specified event-scheduling requests (using the Unix "cron" format).

- built screens and reusable user-interface components for [First Republic Bank's iOS app](#), including the email system ("Secure Messaging"), contact-us feature ("My Team"), the ability to connect external bank accounts, and extensive custom animations
- wrote extensive technical documentation ("Solutions Design" documents) for existing and proposed user workflows, internal components, and APIs used by the above First Republic Bank apps for iOS and Android
- consulted design team on technical feasibility, architectural implications, and scheduling of features for iOS, Android, and the Web
- interviewed candidates for engineering team
- *technologies*: iPhone, iPad, Objective-C, Core Data, Git, Tower, Confluence, JIRA, BitBucket, Xcode, OmniGraffle, Charles

Senior Software Engineer for Human Interaction Systems, "Area G" Research Center, Gibson Guitar Company

May, 2014–October, 2014

Redwood City, CA

- built prototype of gesture-controlled music player that faded music in when someone walked into a room and faded it out when they left
- built prototype of a home-theater control panel that let the user select music and radio, implemented as a Web page overlaid on a TV screen
- enabled user to control the above with a physical joystick
- wrote joystick-command interpreter by visually inspecting the numeric byte values sent by buttons and levers, and converting that data to human-scale events
- *technologies*: BeagleBone, iPhone, Android, a custom TV, Objective-C, Android Java, Node.js, JavaScript, HTML, CSS, Git, BitBucket, Cloud9

iOS and Android Engineer, BoardVantage

September 2012–May 2014

Redwood City, CA

- built and enhanced views and database portions of the [MeetX suite of iPhone apps](#), including a voting screen and a hybrid (Objective-C/JavaScript) chat room; maintained language localizations, working with our translation service
- helped design and build first version of [MeetX for Android](#): learned Android, built first architecture
- helped recruit and hire a team of expert Android developers
- *technologies*: iPhone, Android, Objective-C, Core Data, Java, JavaScript, HTML, CSS, Xcode, Charles, Subversion, Cornerstone

Senior Software Engineer, Advance Business Center, Ricoh Innovations

May, 2008–April, 2012

Cupertino, CA

- built iPhone/iPad app which drew vector graphics, streamed images over a network, and displayed images and graphics from multiple remote clients simultaneously, using highly multi-threaded code. Retrofitted the app to send analytics to server. Two patents ([one](#), [two](#)), others pending.

- built analytics data viewer for analytics from the above drawing app, enabling very fast navigation between events at different time scales
- built Web site helping nurses contact patients, offering prompts to prepare patients for surgery
- built app letting doctors specify which fields to analyze in customized patient-intake form
- performed field research into users' needs, observing and interviewing clients at their places of work, including doctor's office, hospital, and coworking space
- *technologies*: iPhone, iPad, Objective-C, Java, Ruby on Rails, JavaScript, HTML, CSS, Yahoo! Widgets, Google Gadgets, Flex, Flash, XML, Photoshop

Principal Engineer, Ricoh Americas Corporation

August, 2006–May, 2008

Cupertino, CA

- built user interfaces for controlling printers, envelope folders, and other machines in a print shop. One [patent](#), others pending.
- built XML toolkit for editing JDF files to control the above machines; my teammates and I used this toolkit, within different Ricoh teams, for several subsequent years
- *technologies*: Java, XML, JDF

Student Researcher, NASA Ames Research Center and Carnegie Mellon University

September, 2005–August, 2006

Pittsburgh, PA and Mountain View, CA

Capstone project during graduate school

- researched, designed, and built a Macintosh app letting scientists and engineers collaboratively specify navigation plans for remote robots
- *technologies*: Macintosh, Objective-C, miniature "Mars Rover"-style robots provided by NASA

Research Programmer, Informedia Research Group, Carnegie Mellon University

August, 2004–May, 2006

Pittsburgh, PA

My full-time job while attending graduate school

- built graphical user interface front-end to a video-search engine
- built video-player component as replacement for Microsoft's default C# video player
- built video-playing app that let the user view related time-synchronized videos simultaneously
- built graphical user interface enabling people to view, navigate, and edit tens of thousands of events in a video file on a single, readable, usable screen
- designed, created, and printed 7-by-5-foot instructional poster for the search app
- *technologies*: Windows, C#, DirectX, Photoshop, OmniGraffle, Adobe InDesign

Instructor, DeVry Institute of Technology

February, 2002–July, 2004

Long Island City, NY

- taught classes in Java, systems analysis, object-oriented design, database-driven Web sites

- wrote 120-page curriculum and tutorial for above Web development course and taught hundreds of people with it
- *technologies*: ASP, CSS, Java, JavaScript, SQL, XML on Windows

Member of Technical Staff, BroadRiver Communications

February, 2000–August, 2001

Alpharetta, GA

- built user interfaces for telephone-provisioning system, customer-support system, operations-support system, trouble-ticketing system, and voicemail system
- supported production systems
- *technologies*: Windows, Clarify, ClearBasic, JSP, HTML, CSS

GUI Engineer and Technical Team Lead, BellSouth.net

November, 1997–February, 2000

Atlanta, GA

- built point-and-click e-commerce web-site construction kit for business clients
- invented my own version of PHP (before PHP existed) to create the above construction kit
- built BellSouth's business-products web site
- built mall kiosk and Web site for Ernie the Talking Elf
- *technologies*: Perl, HTML, CSS, JavaScript

Multimedia Developer, BellSouth Interactive Media Services

May, 1995–November, 1997

Atlanta, GA

- built video-on-demand browser and player (the sort of thing you see in every hotel room, now)
- debugged and extended run-time interpreter for the Gain Momentum language
- *technologies*: Windows, PowerTV, custom set-top boxes, Gain Momentum, Gain Interplay, C

GUI Developer, Information Management Inc.

September, 1992–May, 1995

Atlanta, GA

- built Macintosh user interface to Norfolk Southern Corporation's mainframe billing system, including a fax viewer and interactive help system
- built Macintosh user interface to AirTouch Cellular's mainframe-based credit-checking system
- *technologies*: Macintosh, C++, MacApp, Sybase, Blacksmith, Omnis 7²

Student Intern, Thomson-CSF

January, 1992–July, 1992

Paris, France

- designed and built software to track subcontractors' software quality
- *technologies*: Windows, HP LaserJet IIIsi (as a programming environment), PostScript, object-oriented Pascal

Education

- 2004–2006, Carnegie Mellon University, Pittsburgh, PA
 - Master of Human-Computer Interaction
- 1986–1992, Washington University, St. Louis, MO
 - Bachelor of Science in Computer Science
 - Bachelor of Arts in French
 - Minor in Anthropology
- 1991–1992: Year abroad at French engineering school
 - Ecole Supérieure d'Ingénieurs en Électronique et Electrotechnique (ESIEE)
 - Paris, France