

CEO & CPO 2015- Present



CEO & Head of Products 2009-2015



CEO & Head of Product 2008-2010



Product Lead & UI/UX Lead 2006-2009



Head of Platform, VIPER Product Lead, AXIS 2003-2006



CTO & Head of Product 2001-2003



Product Developer 1997-2000 (Summers)





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B.S. Computer Science Trinity University



M.S. Computer Science Colorado State University



Guest Lecturer, Data Visualization The University of Texas at Austin



Guest Lecturer, Human Computer Interaction St. Edwards University



US Patent No. 6704000

Remote computer operation via optical device

Over 20 years' experience creating and launching innovative software products for desktop, web, tablet, mobile, and cloud, defining the company's product vision & strategy, executing product development and working directly with high performance, multi-functional teams from all business areas to drive product adoption and company growth.







Bootstrapped companies from the ground up

Entrepreneurial, self-motivated, a strong collaborator, data driven & analytical while extremely creative, I work directly with customers, engineers, product managers, sales, R&D, marketing, finance, board members & investors to design, develop, optimize, evangelize, evolve, promote, and drive all aspects of the product life cycle.

I speak Customer. I speak Technology. I translate and bridge the two to create compelling solutions that <u>disrupt the status quo.</u>

Hands-On Experience with Every Phase of the Product Life Cycle

Market Analysis
Customer Interviews
Requirements Definition
Business Case Creation
ROI Definition
Competitor Analysis
Feature Analysis
Market Differentiators
Ideation > Prototype > MVP

Rapid Experimentation
A/B Testing
Beta Customer Piloting
Go-to-Market Strategy
Pricing Model Development
Packaging & Configuration
Product Launch
Business Development
Channel Development
Reseller Onboarding

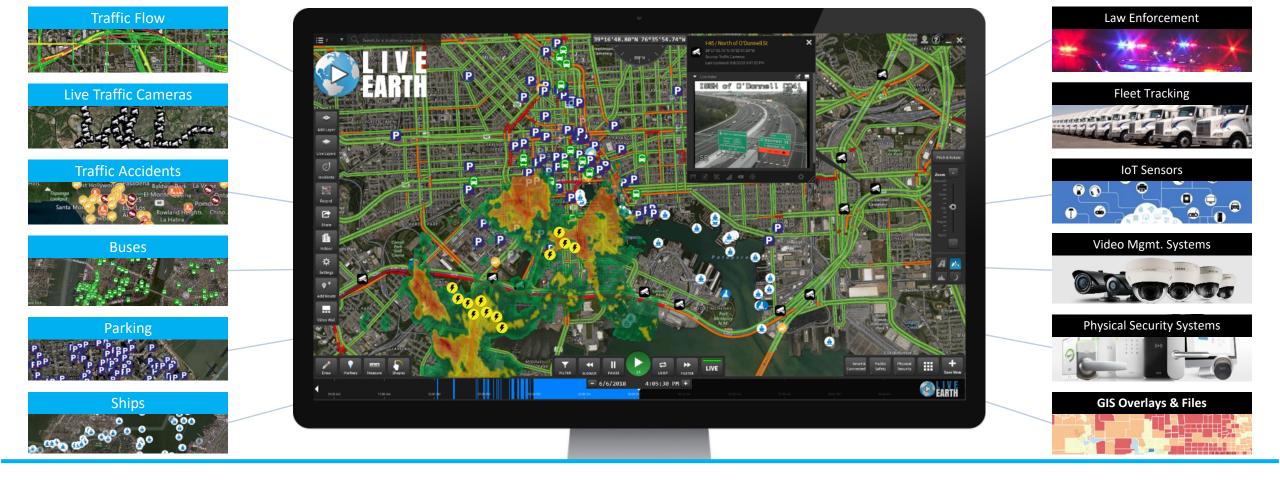
Tech Partner Strategy
Champion & Evangelize
Technology Roadmap
Agile Product Development
Mentoring Teams
Strategic vs. Practical
Metrics (LTV, CAC, Churn)
KPIs & Data Driven Results
Margins Analysis
Revenue Projections

Product Focus Experience

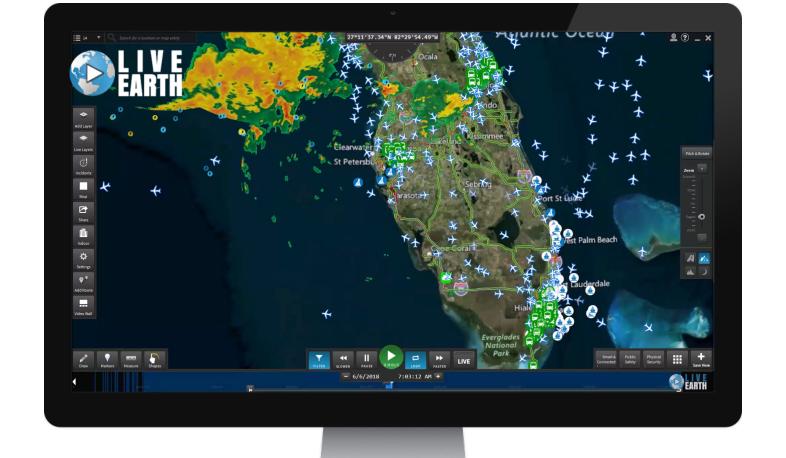
Business Intelligence Geospatial Data Visualization UI / UX Social Media Information Management
Sensor Management
Computer Vision
Drones
Internet of Things (IoT)

Desktop Tablet Web Mobile Cloud

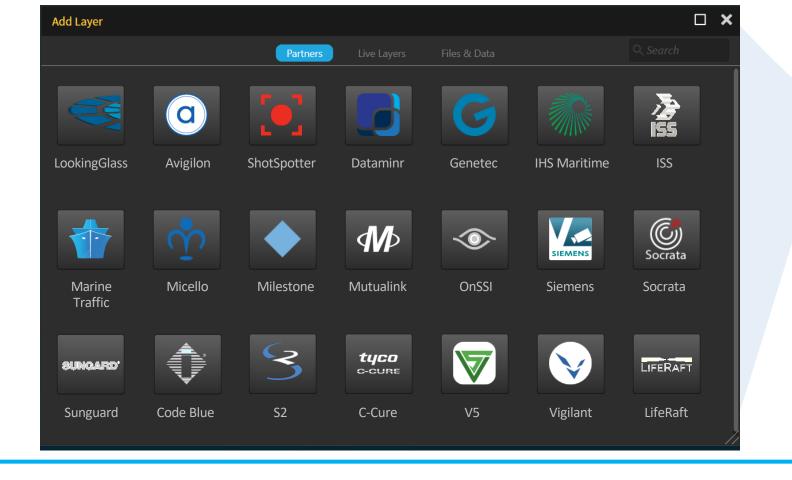


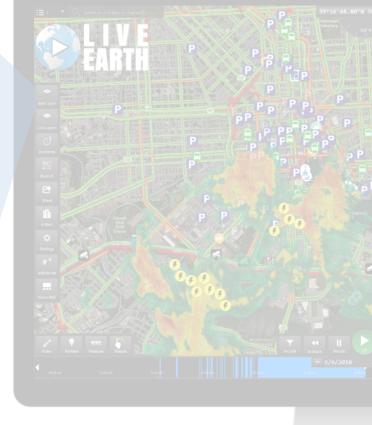


Connect your systems, sensors, vehicles and video in a single mapping platform to proactively manage risks before they threaten your operations



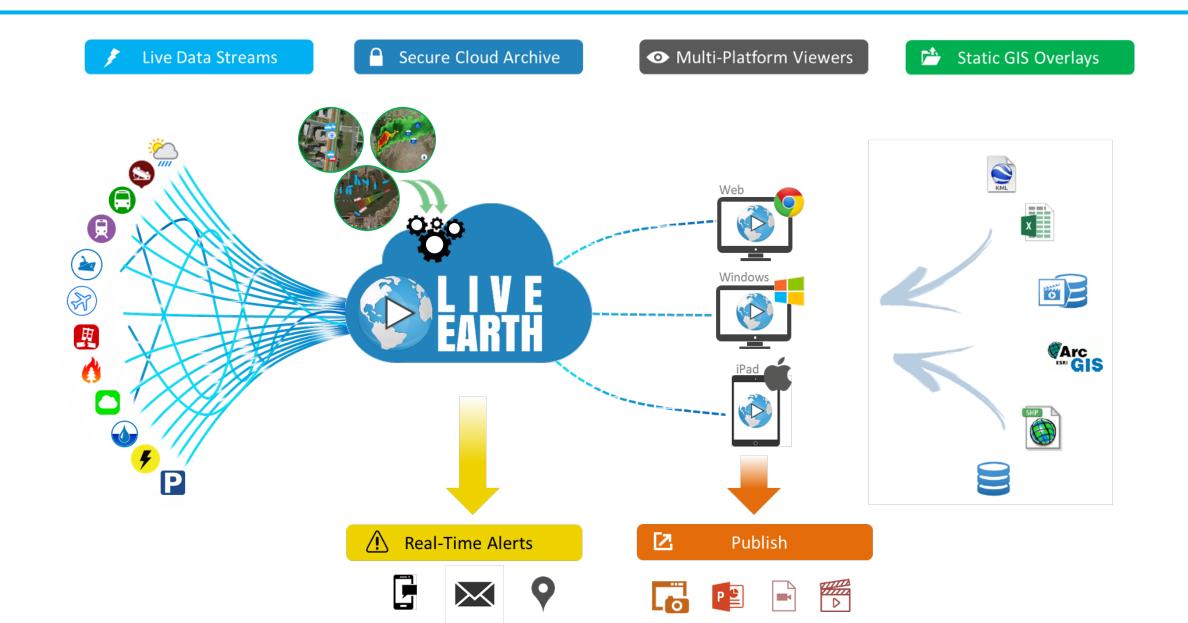
Real-Time Data Visualization from Multiple Sources on a Single Pane of Glass





Connect To & Visualize alerts, video and real-time info from Market Leading Systems.

Platform Overview



Integrators, Partners & Resellers















































































































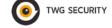






















PVide

Corperation

Expanding the Boundaries of Technology











Live Earth

CEO & CPO

- · Founded & Bootstrapped the Company
- · Negotiated IP Rights from the U.S. Gov't
- Led Engineering Team
- Developed an MVP
- Acquired Pilot Customers
- Raised Initial Round of Capital
- Created Product Vision & Roadmap
- · Served as UI/UX Lead
- Created Key Technical Partnerships
- Designed & Developed All Marketing Materials
 (Branding, Website, Brochures, Landing Pages, Video Production, Email Campaigns, & More)
- · Determined SaaS Pricing Model(s)
- Closed deals with 10 Initial Customers (Police Depts, Fire Depts, Cities, Counties, Major Banks)

- Provided Customer Success & Support
- Developed the Go-To-Market Strategy
- · Executed the Product Vision & Roadmap
- · Created a Multi-Industry Platform
- Secured 20+ Technology Partners
- · Hired VPs of Sales, Engineering, BD & Marketing
- · Signed Resellers & Channel Partners
- Developed Onboarding & Training Materials
- Trained Salespeople, Resellers, Channel Partners
- Grew from 8 to 22 People
- Created an Ecosystem of 40+ Resellers
- · Raised Second Round of Capital









Create intuitive and informative dashboards and analytics from cloud based, large data stores.



Multi-Touch

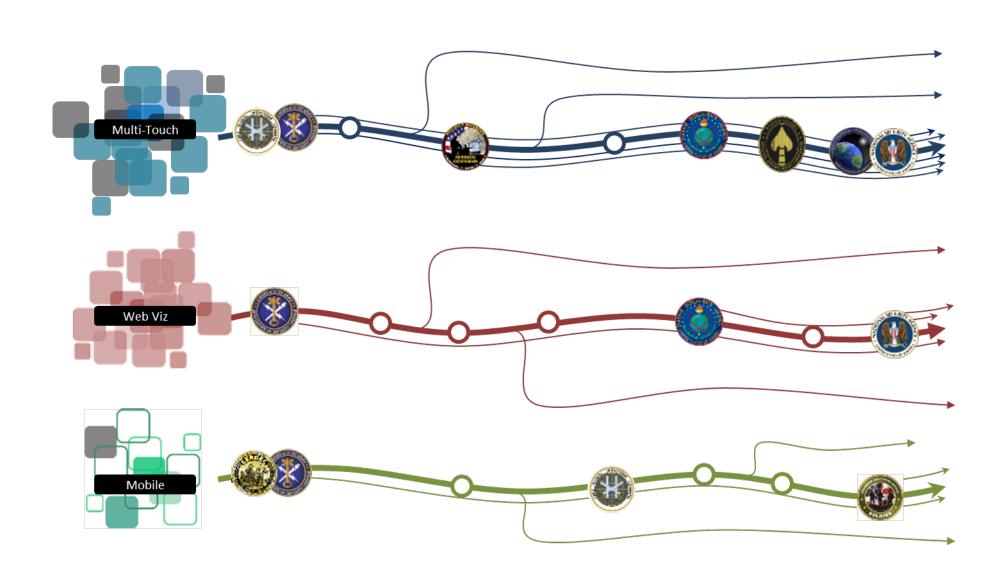
Touch and gesture based applications that bring raw data to life and create engaging, collaborative environments.



Mobile

Simple yet powerful apps for data collection and enhanced decision making while on the move.

Software Ecosystems



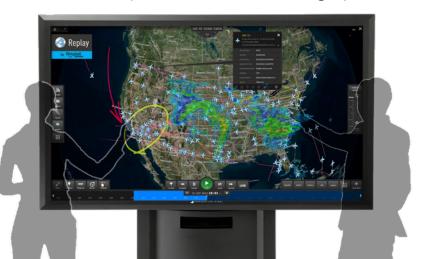


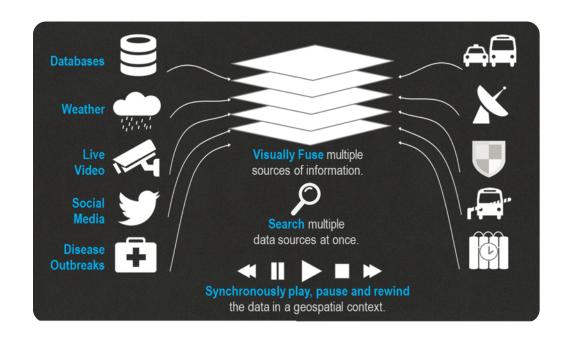
A "Geo-Temporal DVR" for monitoring multiple live feeds, performing in-mission monitoring, post-mission analysis, playback & AARs. Deployed on large touch screens for enhanced situational awareness.

Touch-Friendly Operational Picture

- Windows Touchscreen App
- Multi-INT Feeds
- DVR Controls

- Provide Single Fused Picture
- Zero-Training User Interface
- Leverages existing data stores
- Interoperable with existing systems







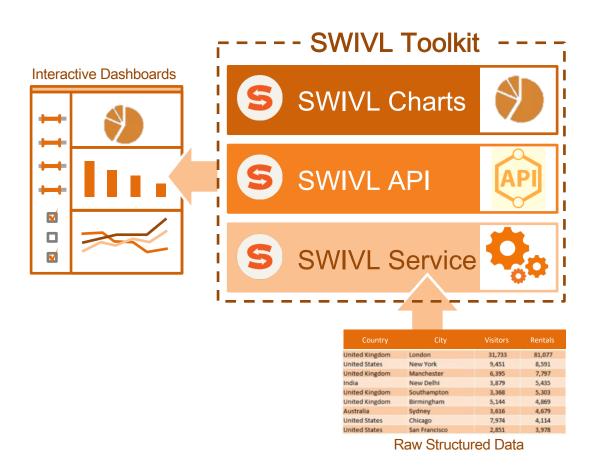
Visual discovery of patterns & trends. Interactive charts, automatically created from raw data. Intuitive drill down and data exploration through filters and pivot controls.

Intuitive Visual Discovery

- Web based Applications
- Data Agnostic
- Filters & Drill Down

- Deliver "Stumble Upon" Analytics
- Zero-Training User Interface
- Leverages existing data stores
- Toolkit for Custom Integration





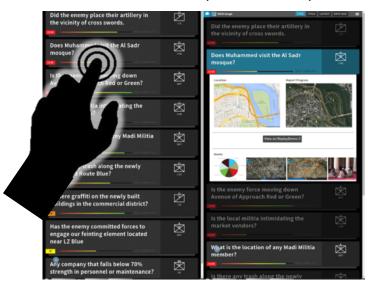


Rapid sharing of files and information at the tactical edge with a single finger. Share information faster and easier than traditional messaging systems using powerful yet simple interfaces.

Rapid Data Sharing at the Edge

- Intuitive Commander's Kiosk
- To manage & visualize Intelligence Requirements (IRs)
- Instant Updates from the Field

- Provide Quick Drill down of each IR
- Multi-media intelligence (photos, videos, Reports)
- Be curated by an "Analyst in the Loop"







Rapid sharing of files and information at the tactical edge with a single finger. Share information faster and easier than traditional messaging systems using powerful yet simple interfaces.

Quick & Easy Tactical Data Sharing

- Android Applications
- Quick Access Contacts
- Single Finger Operation

- Keeping Users Focused
- Zero-training User Interface
- Leverages Existing Data Stores
- Leverages Encryption of Existing Military Networks
- Integrates w/ Tactical Low-bandwidth Comms



Partners & Customers































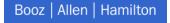




Microsoft[®]

POTOMAC FUSION



































NORTHROP GRUMMAN

Information Systems









Q Palantir







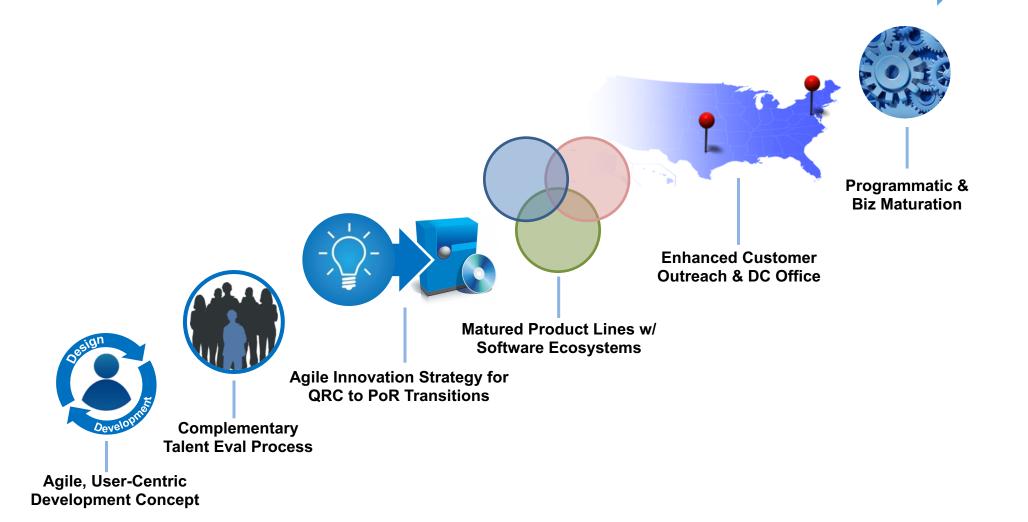




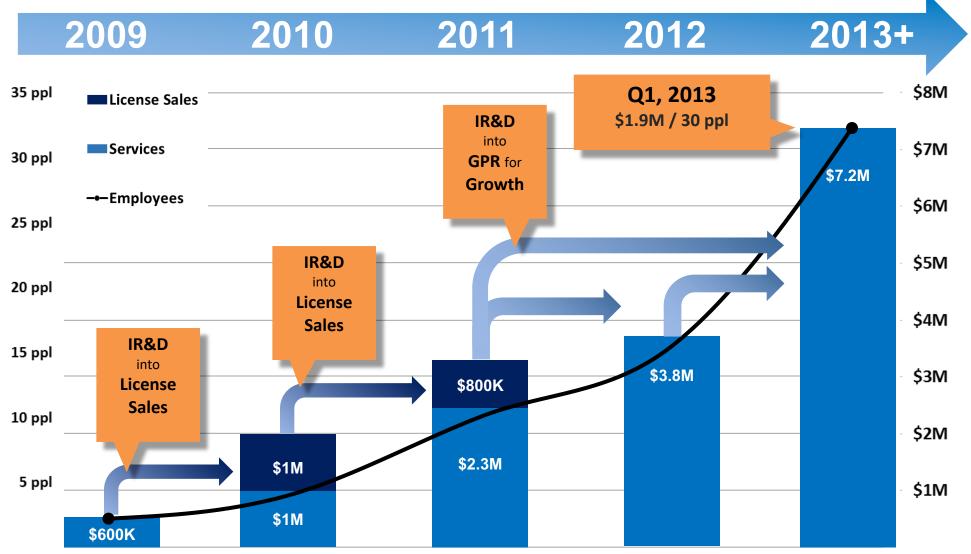




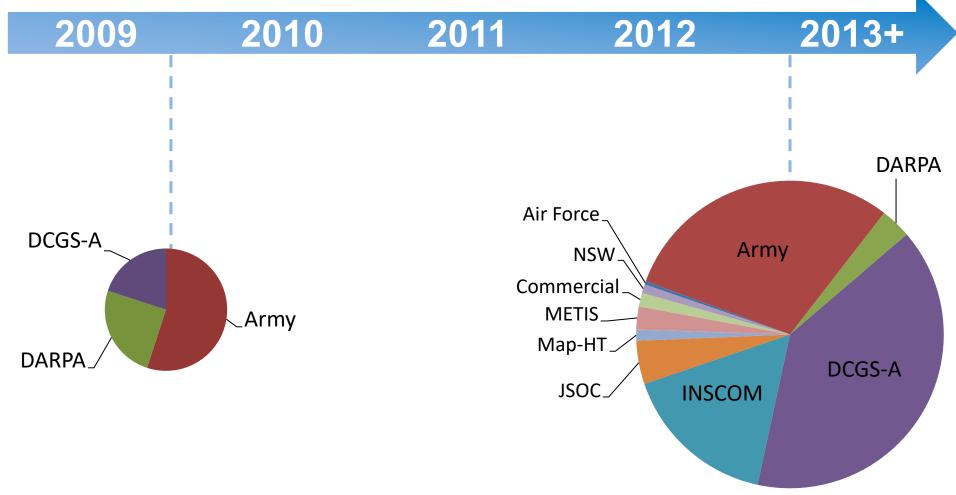
2009 2010 2011 2012 2013+













Ringtail Design

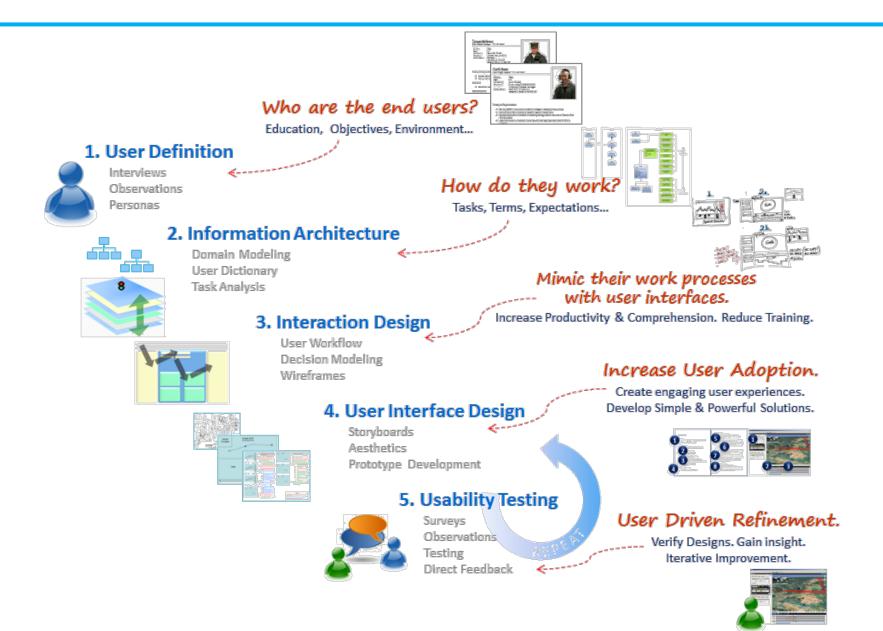
CEO & Head of Products

- · Founded & Bootstrapped the Company
- · Grew from 2 to 50 People
- Established 2 Office Locations, Austin & Washington, D.C.
- Hired Developers, Designers, Project Managers, Support Staff
- Served as Head of Engineering
 - Ran Agile/Scrum Processes
 - Oversaw Design, Development, QA, Deployment & Support
- · Served as Head of Design
 - Created & Established <u>UX Design Process</u>
 - o Oversaw Design Practices, Reviews, and Deliverables
 - · Carried Out User Surveys, Field Interviews, Usability Studies
 - Authored a Field Guide for Interviewing Users
 - o Trained new Designers & Developers

- · Served as Head of Business Development
 - · Secured Client Contracts with Multiple US Gov't Agencies
 - Evangelized the Company, the Products, Platforms, and Services
 - Designed & Developed All Marketing Materials
 (Branding, Website, Brochures, Video Production, Trade Show Materials & Pore)
- · Served as Head of Program Management
 - · Created & Established Reporting, Metrics & Dashboards
 - Ran Multiple Simultaneous Projects & Programs

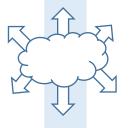


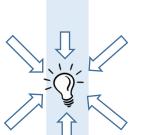
User Centered Design Process



the **Problem**

What are we trying to solve?
What are the Person's top frustrations?
What are the Person's top priorities & questions?



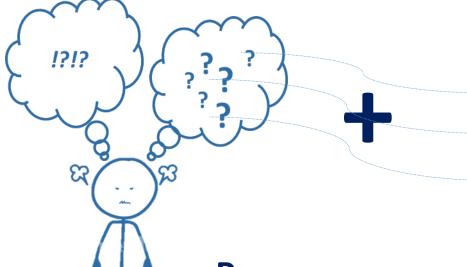


Divergent Thinking

Seeking out inspiration, creative solutions, existing patterns that may lead to an improved User Experience.

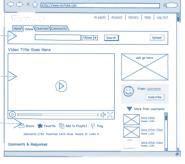
Convergent Thinking

Narrowing down the possible ideas using what you know about the Person and their Problem as criteria for what ideas work or don't work.





Who are we trying to help?







the Path

How does the design match the Person's mental model, answer their questions and address their Problems?

the Payoff

Why are we doing this?
What is the User Experience,
what is the new improved
workflow we'll deliver?



Sketch

Wireframe

Storyboard

MockUp











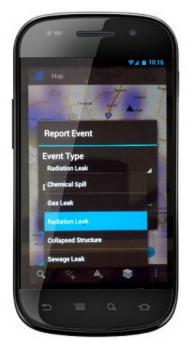


Interactive Prototype

Android, Google Maps, SQLite









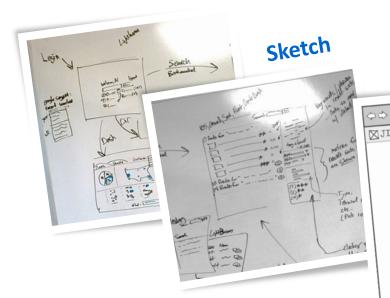




High Fidelity Mockups

Photoshop, Animated PowerPoint, Photos & Images

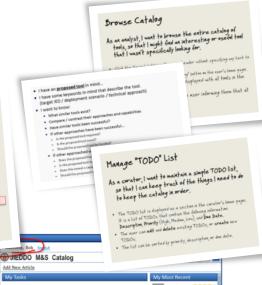




Wireframe



Storyboard



ArcGIS 3D

ALE3D 10%

ALE3D 10%

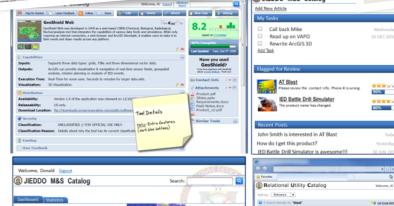
RiskWatch 20%





High Fidelity Mockups

Photoshop, Animated PowerPoint, Photos & Images







search Q

Tactical Ground Reporting System (TIGR)



AgileGraph

CEO & Head of Product

AgileGraph's charting software enables customers to graph, filter, and comprehend raw data using interactive charts and dynamic filtering. The software achieves this by incorporating advanced visualization and data discovery practices commonly used by military, government and Fortune 500 analysts. AgileGraph's charting software enables customers to graph, filter, and comprehend raw data using interactive charts and dynamic filtering. AgileGraph achieves this by incorporating advanced visualization and data discovery practices commonly used by military, government and Fortune 500 analysts.



Ticom Geomatics

Product Lead

Created, designed and architected Ticom Geo's next generation product, ISR Aperture. ISR Aperture is an ISR Mission Planning tool to help operators determine the best selection of SIGINT and Imagery sensors, systems and capabilities to achieve a desired operational result. ISR Aperture's intuitive web based interface provided tactical operators with a first-of-its-kind, drag-n-drop sensor planning interface that visualized the predicted results of a specific sensor configuration in order to optimize resource effectiveness. ISR Aperture also serves as an in-mission Common Operating Picture to monitor real time sensor health, status and performance as well as conduct sensor tasking to perform national/tactical geolocation.



Ticom Geomatics

Product Lead: UI/UX Design

Led the complete redesign of Ticom Geo's flagship product GEOnet. GEOnet is a mission ready, turnkey ISR solution that consists of multiple sensors and command nodes working together to provide precision T/FDOA geolocation. The newly redesigned, highly visual user interface allowed tactical operators to become extremely proficient without needing to master the complex topics of geolocation processing, signal propagation or CAF processing.

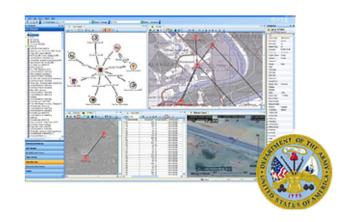
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Overwatch

Head of Platform, VIPER

Created, designed, architected and led the development of Overwatch's primary application toolkit, the VIPER Framework. VIPER seamlessly integrates diverse applications, services and data sources into a unified collaborative system. It allowed Overwatch to develop a large library of software components, tools, controls, and visualizations, and then combine them in various ways to create a family of different software products. VIPER based software products could support multiple user roles by presenting different tools and configuring the interaction between those tools for each user role. The VIPER Framework was used to develop nearly all of Overwatch's software products including Axis Pro®, the DCGS-A Multi-Function Workstation, IMPACT™, Medina™ Wireless Surveillance and more.

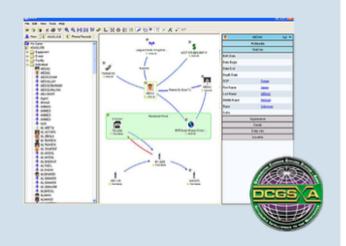


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Overwatch

Product Lead, AXIS

Created, designed and developed AXIS, a link diagram tool for uncovering relationships between individuals, events, organizations, places/facilities and equipment. AXIS was the first-of-its-kind link diagram tool to directly connect to military intelligence databases and allow real time editing of the underlying information through a visual user interface. Drag-n-drop actions created database entries. Connecting icons together via visually joining lines created database relationships. AXIS' intuitive user interface saved U.S. Army precious time and provided valuable insight by revealing connections, relationships, patterns and trends.



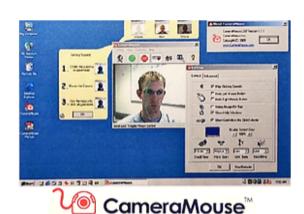
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CameraMouse

CTO & CPO

CameraMouse is an innovative mouse replacement system for the physically challenged. Computer vision algorithms translate facial movements into cursor motion and mouse clicks. CameraMouse allows people with Cerebral Palsy, Spinal Muscular Atrophy, ALS, Multiple Sclerosis, Traumatic Brain Injury, various neurological disorders to run all types of software programs.

Read More



UTHSCSA

Product Developer, 3D Laser Scanner Project

Served as the primary developer on a research project to create a technologically advanced process of fabricating face mask using custom laser scanning device and advanced computer vision techniques. The resulting non-invasive and touch free system mask is much easier on the patient than older processes where each mask is custom molded to the patient using plaster and gel. Face masks are used on patients with burns to help reduce scarring and to help protect those with face injuries from further damage. The Laser Scanner not only reduces stress on the patient but also increases accuracy of the end product.

