

David I. Murray

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for contact info]

- Objective** Full-time work in which I can utilize my skills in entrepreneurship, engineering, and product management.
- Experience**
- Chief Technology Officer, Doctor.com (February 2014 – present)**
- Hiring, managing, and leading Doctor.com's product and engineering/QA teams (with engineers in NYC, SF, and Argentina) to support our many products targeted to consumers, healthcare providers, and enterprises.
 - Defining best practices, auditing all code, and contributing significant amounts of code.
 - Growing team from seed stage to series A and beyond; promoted from VP, Engineering in 2015.
 - Serving as HIPAA compliance officer for the entire company; certified in privacy and security.
- Cofounder & CTO, [ReferBright](http://ReferBright.com) / [GoalSponsors](http://GoalSponsors.com) (2012 – 2014)**
- Raised \$100k+, bootstrapped, coded 100% (Node.js, Appcelerator), and launched a mobile platform for health practitioners to manage their clients and scale with automation tools, payments, scheduling, texts, calls, emails.
 - Pivoted to ReferBright, a SAAS marketing and reputation management platform for health practitioners.
 - Part of the Blueprint Health Accelerator 2013 Summer class
 - Sold to Doctor.com in February 2014 in all-stock deal
- Lead Engineer & Managing Director, Bay Area, [FounderDating](http://FounderDating.com) (2012 – 2013)**
- (Part-time) Sole engineer for 6 months responsible for full stack (PHP/MySQL backend, jQuery frontend). Worked 15 hrs per week on nights/weekends to develop new features, fix bugs, and keep the servers running.
- Cofounder & CTO, [HomeworkForYou](http://HomeworkForYou.com) (2010 – 2012)**
- Built a marketplace for homework help based on Python/Tornado.
 - 100% bootstrapped, made \$100k in revenue in 2012. Gave business to cofounder when plagiarism became the main source of profit.
- Director of Product, [Raptr Inc.](http://Raptr.com) (2010 – 2012)**
- Led the user experience and product teams (web, desktop, mobile), growing our user base from a few hundred-thousand to over ten million within a year. Managed team of five in addition to designing, spec'ing, & coding.
 - Transformed company to use data-driven development process, resulting in significant product innovation and order of magnitude increases to metrics in user happiness, engagement, adoption, retention, and task success.
- User Experience Lead, [Atari Inc.](http://Atari.com), [Cryptic Studios](http://CrypticStudios.com) (2008 – 2010)**
- Primary thought leader for all user experience elements of Atari's MMO games, responsible for UI/UX design and implementation for Star Trek Online, Champions Online, and more
 - Designed & implemented most user interfaces for these games using a combination of C and proprietary tools.
- Senior VP, Product Management, [Inform Technologies, Inc.](http://InformTechnologies.com) (2008)**
- Founded Silicon Valley office, recruited/hired/managed 7 employees in engineering and design
 - Expanded product lines, launched automated content/layout generation engine to be rolled out to 50k+ domains
- Associate Product Manager, [Google Inc.](http://Google.com) (2006 – 2008)**
- Gmail PM (one of two) responsible for Gmail feature design, development, and deployment. This includes frontend, backend, spam, abuse, delivery, internationalization, localization, and other features.
 - Lead PM for Google Paid Storage, responsible for designing, organizing, developing, and launching it
 - Part-time PM on Google Translator Toolkit and Google Lively
 - Deputy to Jonathan Rosenberg (SVP); reviewed pitches, guided product referrals, served as his "Chief of Staff"
- Intern, Audio Division, [NVIDIA Corporation](http://NVIDIA.com) (2005)**
- First audio intern ever at NVIDIA; built 3 apps on MFC/J2ME. Designed/built C++ RPC tech to replace JVM.
- Interface Design & Implementation, [CMU End System Multicast](http://CMU.edu) (2004 - 2005)**
- Designed and implemented a cross-platform P2P video broadcasting application in C++ with wxWidgets
 - Used to feature Intel's PlanetLab at IDF Fall '04, broadcast for ACM and IETF conferences, etc.
- Education**
- Stanford University**, M.S. in Computer Science - Human-Computer Interaction (2009). Final GPA: **3.51 / 4.0**
- Completed entirely part-time while employed at Google, Inform, and Atari
- Carnegie Mellon University**, B.S. & B.F.A. with University & College Honors (2006). Final QPA: **3.88 / 4.0**
- Triple major in Computer Science, Human-Computer Interaction, and Voice Performance
- Research**
- Adaptive LAN-to-Host Multicast: Optimizing End System Multicast via LAN Multicast Integration (2006)**
- Undergraduate Thesis; designed/implemented a protocol to integrate LAN Multicast into Overlay Multicast
 - This protocol reduces LAN Peer-to-Peer video streaming traffic from O(n) to O(1).
- Programming** Node.js, Python (Django), PHP (Laravel, Yii, Drupal, Kohana), HTML5/SASS/CSS/JS (React+Redux, Angular 1, jQuery), MySQL, Salesforce Apex, C/C++, Java, Appcelerator
- Software** Visual Studio, Cygwin/MinGW, Linux applications, Git/Perforce/SVN/CVS, Eclipse, Adobe CS suite, GIMP, Balsamiq, ProTools, DirectMusic Producer, Finale, Sibelius, Reason, MS Office products
- Additional skills** Salesforce administration, indoor cycling instructor, volleyball, operatic singing, piano, acting
- Languages** Spanish (fluent, spoken regularly at work), Italian (basic), German (basic), French (basic), Cantonese (phrases)
- Board memberships** CMU Alumni Advisory Board (university-wide and SCS), South Bay Volleyball Club, Rainbow Recreation
- Awards**
- Google Founders Award and EMG Award
 - Named 2013 "One to Watch" by BRINK Magazine
 - Phi Beta Kappa, Carnegie Mellon University
 - CMU Alumni Award for Research Excellence in CS
 - Andrew Carnegie Society Scholar
 - President of the U.S.'s Student Service Award
 - Carnegie Mellon Senior Leadership Award
 - National Society of Collegiate Scholars
 - Cum Laude National Honor Society
 - Mortar Board Senior Honor Society