

DENIS R. BURGER, JR.

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QUALIFICATIONS

Product manager, strategist and interaction designer with over 20 years experience designing and building mobile applications, business applications and multimedia software.

- Lead iOS Product Architect of a cutting edge, consumer facing iPad app for a major North American bank. Major contributor to the innovative iPad user interface design, and oversaw the iPad client architecture.
- Deep understanding of the mobile software landscape, including strategic technology and business factors on iOS, Android, Blackberry and Windows Phone 7.
- Experienced in iOS development with published iPhone and iPad apps in the iTunes app store.
- Chief designer of over 30 software products developed for major software and entertainment companies including Disney, Discovery Channel, and Mattel. Principal software user interface designer for nine computer connected smart toy devices developed for Microsoft, Intel and LEGO.

PROFESSIONAL EXPERIENCE

Tata Consultancy Services, Mobility Product Architect, iOS Specialist **2010 to Current**

Working with internal and external clients to design mobile software products and solutions for iOS, Android, Blackberry, Windows Phone 7, and WebOS. Using my deep understanding of the mobile technology and business environment to advise Fortune 500 companies on their mobile strategy. Specialist with over 3 years experience in iOS product design, architecture and development.

INSANE PLAY, LLC, Founder, Designer and Developer **2002 to 2010**

Chief Architect at this company focused on the development and marketing of iPhone and iPad apps. Developer and user interface designer of original iPhone apps and games. Managed all business operations including business development, contracting, product design, and application architecture.

MUDPUPPY STUDIOS, Founder **1998 to 2001**

Founded and managed Mudpuppy Studios, a 25-person multimedia software development company. Developed and managed business relationships with partner companies in the consumer and entertainment software markets, resulting in over \$10M in development contracts with Intel, Mattel, LEGO and Disney. Developed innovative smart toy products in partnership with Intel and LEGO. Managed all financial, legal and contracting responsibilities at Mudpuppy, including all corporate filings, copyrights, patents and trademarks.

IMAGEBUILDER SOFTWARE, Software Engineer and Project Manager **1989-1998**

Developed over 30 games and consumer software products for Macintosh, Windows, and UNIX environments. Managed the workflow, scheduling, and staffing of large, multi-disciplined teams of designers, programmers, artists, animators, and musicians creating multimedia software and business graphics packages. Managed the core internal development team responsible for building all strategic technologies, cross-platform graphics engines, and internal processes used by the studio's staff to create multimedia applications.

EDUCATION

BS, Computer Science, Oregon State University, Corvallis, OR