

Michael Curtes

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SUMMARY STATEMENT

Creative and technical leader with over nine years of varied experience in the mobile industry including app development, embedded technology, carrier relations, end-user community cultivation, interactive content production, and device manufacturing

PROFESSIONAL EXPERIENCE

VIACOM MEDIA NETWORKS | New York, NY | Product Manager, Apps—Mobile and Emerging Platforms | 2009–Present

- Design intuitive, compelling apps for Viacom's high-profile properties including MTV, Comedy Central, Nickelodeon, VH1, and Paramount
- Contributed to successful launch of 100+ titles for Android, iOS, Windows Phone 7, and connected TV platforms in 2011
- Codify company-wide best practices for apps, leveraging strong knowledge of each platform's unique aesthetics and technical features
- Oversee roadmap of corporate mobile apps platform, creating reusable app components that shorten time to market and streamline upkeep
- Evaluate development and distribution aspects of emerging platforms and advise executive management
- Lead product development for emerging platforms such as Xbox, Samsung connected TVs, and Google TV

FREELANCE | Consulting and Development | 2009

- Provided guidance on optimizing multimedia across devices for Guitar Hero® Mobile and other celebrated apps on all mobile platforms
- Single-handedly designed, developed, and published *DRINK!*, a simple but addictive game for iOS

FAITH WEST Inc. | New York, NY | Product Manager | 2007–09

Subsidiary of Japanese mobile tech leader, co-creator of Qualcomm's mobile multimedia solution CMX®, embedded in 400M+ devices

- Oversaw technical education and evangelization of the core MIDI- and SVG-based products to various industry players
- Grew the developer base from a dozen hand-picked partners to an open, collaborative community of hundreds of developers
- Founded product's online developer portal, providing the first consolidated hub of tools and information for developers
- Designed and published technical whitepapers, how-to tutorials and sample BREW and J2ME applications and multimedia content
- Provided feedback from developer community to executives, influencing product roadmap and outreach strategies
- Guided product roadmap based on market research and participation in standards bodies such as W3C and MMA
- Designed user-friendly authoring tools, reducing developers' level of effort and improving quality of developer applications
- Boosted product install base through effective promotion to content developers, device manufacturers, and wireless carriers worldwide
- Managed work of international competitive research group with teams on four continents
- Bilingually interfaced with California office and Tokyo headquarters

MODERATI Inc. | San Francisco, CA | Project Manger | 2004–07

Creator and aggregator of award-winning mobile personalization content and social networking platforms

- Directed the work of content production team to meet diverse specifications of 500+ devices, 100+ formats, and 50+ distribution channels
- Streamlined content production workflow through the implementation of custom tools and techniques
- Forged bonds with carriers through relationships with content teams at major U.S. carriers. Efforts contributed to company being awarded primary aggregator status for Sprint and becoming leading content distributor for Verizon Wireless

DWANGO JAPAN Co. Ltd. | Tokyo, Japan | Audio Producer | 2002–03

Publicly traded Japanese technology powerhouse; creator of cutting edge mobile and web entertainment and productivity products

- Produced audio entertainment content for Japan's top-ranked mobile music distributor
- As the only non-Japanese employee, also provided interpreting, translation, and voice acting

AEON Corporation Co. Ltd. | Tokyo, Japan | English Conversation Teacher | 2000–01

Japan's leading private English conversation school franchise, with over 100,000 students, 300 schools, and a reputation for quality

- Presented fun and effective English lessons for Japanese students of varying age and proficiency

INDUSTRY LEADERSHIP

Presentations

- *Using Scalable Vector Graphics (SVG) for Better BREW Apps*, BREW Conference, 2008
- *Developing BREW Applications with Scalable Vector Graphics (SVG)*, BREW Conference, 2007

Publications

- *Mobile Audio Technology Report and Recommendations*, IASIG, co-author, 2006
- *Why Mobile Games Need Better Audio*, Games On Deck, 2007

Standards Bodies Participation

- W3C Scalable Vector Graphics Interest Group (SVG IG), 2007–2009 (granted *Invited Expert* status)
- MIDI Manufacturer's Association (MMA): Interactive Audio Special Interest Group (IASIG), 2005–2008

EDUCATION

University of Colorado | Boulder, CO | 2000 B.A., Biology; Certificate, Digital Audio Technology

University of Westminster | London, UK | 1998 Semester Abroad, Biology