

# Michael Curtes

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## SUMMARY STATEMENT

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Technical and creative leader with over nine years of varied experience in the mobile industry

## HIGHLIGHTED SKILLS

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- Hands-on experience in Objective C, iOS SDK, Android SDK, HTML, CSS, SVG, PHP
- Agile Scrum Master certified

## PROFESSIONAL EXPERIENCE

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

- Manage roadmap of corporate mobile apps platform, releasing app components that shorten time to market and streamline upkeep
- Apps platform contributed to launch of 100+ titles and 100M+ installs for Android, iOS, Windows Phone 7, and connected TV platforms
- Design award-winning consumer-facing apps for Viacom's high-profile properties including MTV, Comedy Central, Nickelodeon, and VH1
- Emphasize analytics and usability data to constantly improve product roadmap and best practice recommendations with end-users in mind
- Publish whitepapers on company-wide best practices for apps, leveraging knowledge of each platform's technical features and nuances
- Evaluate emerging platforms' technical and publishing aspects and advise executive management
- Cultivate relationships via regular meetings with key platform and distribution partners, Google, Apple, Microsoft, Samsungs, and others
- Target company's goal of content ubiquity by leading product development for emerging platforms like Xbox LIVE, Samsung, 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 | Sr. Technical Project 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 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
- Guided product roadmap based on market research and participation in standards bodies such as W3C and MMA and developer feedback
- Designed user-friendly authoring tools, reducing developers' level of effort and improving quality of developer applications
- Managed work of international competitive research group with teams on four continents

### **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
- Maximized efficiency of content production team through the implementation of custom tools and techniques

### **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

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### **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

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

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