

JAMES RICHARD STANLEY

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EXECUTIVE SUMMARY

Expert at building great user experiences on lifestyle and entertainment products for consumers on a wide variety of devices and applications.

PROFESSIONAL EXPERIENCE

Senior UX Program Manager at Samsung Electronics America, Experience Innovation Lab Mountain View, CA May 2016 – June 30, 2018

- Provide program management leadership across multiple functional groups including designers, user researchers, and UI Engineers for the Visual Display unit of Samsung
- Coordinate schedules, tasks and resourcing between multiple global teams in Korea, US and China
- Work with product managers and engineers to facilitate clear product requirements, coordinate dependencies and identify risks to design deliverables
- Partner with project leads on multiple projects ranging from early design concepts to commercialization on a wide range of products focused on new lifestyle and premium experiences
- Developed an agile working process for design teams in Seoul, Korea and Mountain View, CA
- Successful projects include Family Hub 2.0, SmartThings, and The Frame

Senior UX Producer at Ericsson MediaFirst, Mountain View, CA September 2013 to May 2016

- Product owner for the UX Design team responsible for the client experience on multiple devices for the Ericsson MediaFirst TV Platform
- Led agile team processes using scrum methodology and lean design
- Prioritized design resources, tasks, and work flows
- Ensured UX integrity across multiple, cross-functional scrum teams
- Directed prototyping efforts for high risk UX Design features and usability tests
- Orchestrated visioning, architecture, design and production implementation

Senior Producer at Microsoft, Mountain View, CA November 2011 – September 2013

- Produced and managed Mediaroom design projects in the Operator TV & Technology Services group
- Led the design team creating the clients that will enable cloud delivery of services and experiences
- Advocate and protect design's product vision and guide feature specifications owned by Product Management
- Planned, organized, and led User Experience workshops and conferences for many, internal Microsoft groups

Executive Producer at Moblyng Games, Redwood City, CA December 2010 - October 2011

- Led cross-discipline team on HTML5 social freemium games for Facebook mobile, mobile web, iOS, Android, and Facebook Desktop platforms
- Pioneered agile development processes that moved away from top-down, predictive models

- Created and prioritized user stories, scheduled release planning, and managed user story backlog list
- Managed relationship with vendors and partners such as WeeWorld, Facebook, Vdopia, and Tapjoy

Producer at Backbone Entertainment Inc., Emeryville, CA 2003 to October 2010

- Produced and managed P&L for work-for-hire games on time, on budget, and to expected quality
- Managed client project relations with publishers such as Harmonix, Warner Brothers, TT Games, LEGO, Electronic Arts, Konami, Sega, Rockstar Games, and Microsoft
- Produced and shipped over twelve titles on console and handheld platforms, successful titles included: Grand Theft Auto, LEGO Rock Band, Death Jr.: Root of Evil
- Acted as an audio designer, game designer, game scripter and writer while performing producer duties on multiple projects

Assistant Producer at Electronic Arts, Redwood City, CA 2003

- Managed onsite QA team and triaged bugs for development team for LOTR, The Two Towers PS2

Lead Tester at Electronic Arts, Redwood City, CA 2001 to 2003

- Created test plans, managed database, delegated responsibilities to a team of testers
- Led functional testing for localized languages

Senior Software Tester at Electronic Arts, Redwood City, CA 1999 to 2001

- Compliance and functional testing on a variety of game consoles and PC platform

Customer Support Technician at Electronic Arts, Redwood City, CA 1999

- Managed customer interactions via phone and e-mail to solve and support their issues on games

English Teacher at AEON Corporation, Tokyo, Japan 1997 to 1998

- Taught conversational English in various group sizes

SOFTWARE AND CERTIFICATES

Atlassian tools (JIRA, Confluence), Microsoft Project, MS Office, Visio, InDesign, Sketch and Photoshop. Scrum Master and Product Owner training received from Mike Cohn of Mountain Goat Software.

EDUCATION

Wake Forest University, Winston-Salem, North Carolina

Bachelor of Arts -- Major in English Literature, Minor in Psychology

President - Wake Forest ice hockey club team; Secretary - Delta Kappa Epsilon fraternity

Tokai University, Tokyo, Japan

Japanese Studies -- Intensive Japanese immersion course