



david
kaplan

+1 (215) 792-2342 | 📞

david@kaplanstudios.com | ✉

<https://www.kaplanstudios.com> | 🌐

Delray Beach, Florida USA | 📍

SOFT SKILLS

Analysis skills
Communication skills
Design Strategy
Design Thinking
Emotional Intelligence
Leadership Management
Mentoring
Negotiation
Organizational skills
Project leadership
Project management
Public Speaking
Recruiting
Requirements gathering
Teaching
Time management

TECH SKILLS

§508/WCAG/WAI-ARIA
3D Studio Max
.NET
2D/3D Data Visualizations
Adobe After Effects
Adobe Animate
Adobe CC Suite
Adobe Creative Suite
Adobe Illustrator Adobe
Photoshop Adobe XD
Agile
Artificial Intelligence
Application development
AWS
Axure RP
Blender
Bootstrap
Business requirements
Color theory
Content strategy
CSS
Data analysis skills
Data analytics
Data visualization

EXECUTIVE SUMMARY

I am a broad and deeply experienced information technology professional with over 25 years of experience. I create enterprise-level, world-class web and mobile applications. I've expertly guided start-up companies to exponential growth, helped small companies delight both new and existing customers, and have been recognized by leaders of Global Fortune 500 companies for my initiative, innovation, creativity, and dedication.

PROFESSIONAL EXPERIENCE

Management Consulting/Experiential Learning

Model Simulations, LLC

June 2021 - Present

I worked with high-profile clients in industries such as Wealth Management, Healthcare, and Pharmaceuticals to spearhead initiatives, devise strategies, and manage teams of consultants.

In addition to Web3 technology, I used my versatile skills in AI and XR workflows—leveraging Python, TensorFlow, PyTorch and LLMs (GPT, BERT) with semantic-segmentation tools (Segmentation Models, RoboFlow) to train, evaluate and deploy models. On the XR front, I built optimized VR/AR experiences in Unity (C#), harnessing OpenXR and MRTK for robust physics and intuitive spatial UIs on headsets and mobile.

In fusing AI and XR, I used real-time ML segmentation for contextual AR overlays, generative 3D modeling using TRELIS, gesture controls via on-device inference, and cloud-edge microservices that deliver low-latency, production-ready simulators, remote-assist tools and immersive virtual worlds that engage users and drive impact.

Principal UX Design Engineer

Second Front Systems

July 2020 - March 2021

As the Principal User Experience Design Engineer at Second Front Systems, I was responsible for leading and managing a small team of other designers. Additionally, I develop and execute strategies that further engage customers in a user-centered, data-driven experience. My daily activities include:

- Working with other managers and executive team members to develop and hone a road map for the current product, Atlas Fulcrum.
- Work internally and with outside vendors to acquire, mentor, train, and retain top-tier talent.
- Analyze current deployments and deliver an outstanding user experience through the use of current and trending UX methodologies and design techniques.
- Lead process and workflow initiatives to better utilize resources in an Agile-driven

TECH SKILLS (cont.)

Design research
DevOps
Figma
Front-end development
Git
Google Docs
Graphic design
HTML/CSS/JavaScript
Information architecture
Interaction design
InVision
JavaScript
Jira
Kanban
Microsoft Office
Mobile applications
Mobile design
MVC
PHP
SQL / JAVA / Python
Product development
Product management
Quantitative analysis
Quantitative research
React
Responsive web design
Scrum
SDLC
Sketch
Slack
Software development
SQL
Tableau
Team management
Trello
Typography
UI design
Unity
Usability Testing
User research
UX
UX/UI Design
Video editing
Visual design
Web accessibility
Web design

methodology.

- Organize, conduct, and facilitate design sprints to quickly and effectively drive design ideas from conception to execution.
- Ideate, sketch, and prototype user-centered workflows and systems to comprehensively communicate designs with all stakeholders and development team members.

Senior User Experience Design Engineer

3GTMS, Inc

November 2018 - April 2020

As the senior user experience designer working for a startup, I've had to leverage my experience and skills efficiently and pragmatically. Putting into practice user-centered design principles while managing time and budget in a LEAN environment, I excelled in the challenges, including:

- Designing and creating wireframes, flows and prototypes for a cloud based, multi-tenant logistics application using Figma and Axure RP 8.
- Leveraging my experience and skills in HTML, CSS and Javascript to create and tweak views and pages.
- Conducting and presenting usability studies and research reports while working with the executive team.
- Working in a fast-paced environment to quickly hand off deliverables to product managers and developers.
- Consulting and mentoring developers and managers on usability and accessibility best-practices.

Senior User Experience Design Consultant

Johnson & Johnson (Aetna)

April 2018 - October 2018

Working on the LifeScan team, I was brought on to rapidly create designs and prototypes for their OneTouch Reveal mobile diabetes support application. As the project lead, I quickly acclimated and started producing. Day-to-day I worked with extremely talented team members. My functions included:

- Creating mobile platform wireframes, flows, and designs in Sketch, Photoshop, and Illustrator.
- Consulting on design strategies for FDA 510k medical device submissions and approval.
- Used Axure RP 8 and Figma to craft high-fidelity, interactive prototypes for mobile device user testing.
- Helped conduct usability testing with end-user participants.
- Consulted on issues surrounding mobile accessibility.

Senior User Experience Design and Accessibility Consultant

Optum / UnitedHealth Group (Collabera)

April 2017 - April 2018

TECH SKILLS (cont.)

Web design
Web development
Wireframing
WordPress
Writing skills
XHTML

ACCOLADES

Metaverse Standards Forum

Principal Member

Discord Moderator

University of South Florida Muma College of Business

Design Thinking

Business Advisory Panel

Publications

Kaplan, David. "SLGo puts virtual world in the cloud." Hypergrid Business, 11 Mar 2014. www.hypergrid-business.com/2014/03/slgo-puts-virtual-world-in-the-cloud/. Accessed 25 Sept. 2022.

SIGGRAPH 1994

Los Angeles, California
Student Volunteer Attendee

Provided user experience designs, user interface designs, and prototypes for Optum's AI/ML-driven patient screening healthcare system. Consulted with peers and senior management to help evolve their product into a streamlined, integrated application.

- Used Axure RP 8 to create high-fidelity rapid prototypes.
- Worked in agile PHP environment primarily using Drupal and Wordpress frameworks for development.
- Consulted on best practices for front-end development and user-centered design
- Coded designs in HTML, CSS, JavaScript, and jQuery.
- Procured and managed resources.
- Designed, prototyped, and coded, using Adobe, Axure RP, VS Code and other site architecture tools to craft interfaces.
- Interviewed and hired consultants and freelancers for projects.
- Initiated, developed, and managed RFP and bid proposals.
- Advised partners on development and design best practices.

Senior User Experience Design and Accessibility Lead Oracle Corp.

April 2014 - February 2017

Promoted and converted to full-time employee.

User Experience Design and Accessibility Lead Oracle Corp.

April 2013 - April 2014

Worked with the Primavera GBU User Experience team in an agile environment providing creative deliverables, essential product development direction, and customer-centered user advocacy. Most work involved the Prime application – a robust, sophisticated, cloud-based capital portfolio and project management tool.

- Used Axure, FramerJS, Invision, and other applications to create functional, interactive, high-fidelity prototypes for cutting-edge, next-generation web and mobile applications and products.
- Performed usability testing, focus groups, strategic research, and user advocacy to develop highly intuitive application heuristics and architecture.
- Conducted user research using personas, design sprints, user journeys, competitive analysis, and prototype usability testing.
- Used Adobe Suite as well as Sketch to create accessible icons, UI elements, application templates & mockups.
- Accessibility lead and user advocate for business unit accessibility compliance initiatives, development and design including mobile, desktop and web applications.
- Successfully led UX, UI, architecture and interaction design initiatives for numerous high-profile, mission-critical product features.
- Advised directors and mentored peers on UX, interaction, architecture, and accessibility design standards and best practices.

○ Senior User Experience Design and Accessibility Lead

Sungard Availability Services

June 2012 - March 2013

Worked with the Director of User Experience and Sr. Director of Product Management to develop AssuranceCM – a flagship, web-based business continuity and disaster recovery SaaS application.

- Worked on the User Experience team with Director of User Experience and Interaction Designer to provide detailed prototypes, user journeys, user stories, and interaction models.
- Worked with SASS to provide object-oriented CSS code.
- Led accessibility compliance initiative and helped develop policies to meet WCAG and §508 specifications.
- Designed and developed HTML, CSS, and JavaScript code for mobile responsive and platform agnostic front end of C# application as well as native mobile apps.
- Ensured code fidelity with graphic designer mock-ups and style guides.
- Worked in a fully agile environment, helped build user stories, participated in planning poker sessions, and tracked progress in JIRA
- Created sophisticated, responsive front ends, interactions, and animations using JavaScript and the jQuery, jQuery UI and Sencha ExtJS frameworks.
- Mentored colleagues in user interface development, design, and accessibility.

○ EDUCATION

Harvard University
Major: Business Administration

Camden County College
Major: Computer Graphics