

Allen Cypher

Interaction design and prototyping

Deep experience in the invention, design, prototyping and implementation of innovative end user applications. Created several novel end user tools for applications that previously required programming skills.

Looking for a position in the Bay Area designing end user systems, as an interaction designer or technical lead. Particular interest in education.

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demos tinyurl.com/acypher **portfolio** on request

EXPERIENCE

Microsoft

Redmond 2016

Principal UX Researcher

Developed interaction design for a new product.

Created UX telemetry spec.

Prototyped interactions in javascript for first-of-a-kind uses of program synthesis technology.

Created a demo showcasing new technology features; shown at a Microsoft Machine Learning Conference and 2 European keynotes.

IBM

San Jose 2002-2014

UX Design Manager and UX Research Staff Member

Took research ideas through to product.

Wrote javascript prototypes and javascript product code.

Created end user tools for:

1) Big data text analytics

Design and implementation of a web-based tool that enables non-programming subject matter experts to create their own data extractors. Developed personas, created wireframes, wrote design specifications, designed the user interface, pitched the design to program managers, wrote product code.

2) Programming in the browser

Invention, development and productization of CoScripter – a Firefox extension that enables users to record, automate and share activities on any website. Had 15,000 users. Conducted user studies, co-designed the user interface, developed prototypes, wrote documentation, and eventually was the sole software engineer maintaining and improving the product. Open-sourced the project code.

3) Automating data entry

Sole developer of CoTables – a tool used for data entry that saves 2,500 person hrs/yr. Conducted interviews, gathered requirements, designed the user interface, wrote product code.

4) Functional testing

Participated in the successful transfer of CoScripter technology to two Rational products that were released in 2012.

5) Data mining

Conducted site visits, gathered requirements, wrote UI Design Spec, managed software engineers, wrote documentation, ran training sessions.

Managed 20 authors and co-edited "No Code Required" — a book on end-user tools for client-side transformation of web pages.

Kanisa

Cupertino 2001-2002

Director of Tools

Created end user tools for ontology creation.

Designed and conducted user testing.

Wrote MRP; managed a team of 3 software engineers.

Stagecast Software

Redwood City 1997-2001

Cofounder and Chief Designer

Apple spinoff.

Designed and shipped award-winning novel educational software and interactive tutorials.

Managed 15 UX researchers, artists, writers and software engineers.

Apple

Cupertino 1988-1997

Senior Scientist, Intelligent Agents

Created one of the first intelligent agents.

In Alan Kay's group; co-invented a visual language for teaching children programming.

Published the classic text in Programming by Demonstration.

IntelliCorp

Mountain View 1985-1988

Senior Project Manager, Expert Systems

Architected and implemented solutions for large corporate clients.

University of California

San Diego 1980-85

Cognitive Scientist and Sloan Fellow

In Don Norman's group; wrote a chapter in the classic *User Centered System Design* book.

EDUCATION

Yale University

New Haven 1975-80

Ph.D. Computer Science and Instructor

Princeton University

Princeton 1971-75

B.A. Mathematics and University Scholar

ADDITIONAL INFORMATION

Foreign languages: Russian; 5 granted patents; 2 books; 40 refereed publications; 2 conference chairs; 5 invited keynotes.