

MICHAEL ADCOCK
1820 161 Ave NE, Bellevue, WA 98008

✉ adcockm@usa.net 📞 425-894-1220 🖱 <http://michaeladcock.info>

Objective

Design resourceful solutions using my problem solving, information technology, programming, and management skills.

Education

University of Washington Information School, Seattle, WA
Master of Library and Information Science, GPA: 3.9, August 2008

University of Houston, Houston, TX
Bachelor of Science in Computer Science, GPA: 3.35; University Honors College, GPA: 3.7, May 1997

Work Experience

Program Manager – [Microsoft Research \(MAQ Consulting\)](#), Redmond, WA – Aug 2010 – Jun 2011

- Produced update for [Project Tuva](#) website involving research and collaboration with subject matter experts, content strategy, information architecture, content authoring and editing, image acquisition and licensing, assistance with marketing, final review and rollout.
- Engaged in community outreach at several conferences ([iConference](#), [InfoCamp](#), [TEDx Caltech](#)) and onsite technology demonstrations and discussions at Microsoft Research.
- Researched and created initial slide deck for TEDx Caltech [presentation](#) about Richard Feynman.
- Prepared Microsoft Surface 1.0 devices, collected research applications (like [Garibaldi](#) and [LADS](#)) through internal/external contacts, customized and supported devices, gave technology demos.
- Collected information from stakeholders and began update/redesign of Education and Scholarly Communication section of Microsoft Research Connections website.
- Researched and analyzed several technologies, including [Academic Search](#), Microsoft Surface.

Independent Consultant – Redmond, WA – Sept 2008 – Jul 2010

- Created several proposals, strategy briefs, statements of work, annotated wireframes, and sitemaps using a variety of tools including Axure and Omnigraffle.

Research Assistant – [University of Washington Information School](#), Seattle, WA – Oct 2006 – Jun 2007

- Owned software prototyping effort exploring PIM concepts for [Keeping Found Things Found](#).
- Assisted other researchers in implementing and evaluating fieldwork pilot studies.
- Co-authored [publication at SIGCHI 2008](#).

Senior Software Engineer – [RAF Technology](#), Redmond, WA – Apr 2003 – May 2005

- Acted as project lead for an identity authentication product. Managed multiple software releases and shipments to the government agency client.
- Identified goals for each release, created design documents and schedules, development lead for feature design and coding, closely worked with QA team, developers, and client to monitor progress, participated in bug fixing, provided guidance to offsite user documentation writer, performed software builds, and acted as release manager for final shipment to customer.
- Maintained a custom, legacy database designed for efficient, secure access to data.

Software Engineer – [Bsquare Corporation](#), Bellevue, WA – Feb 1998 – Jul 2002

- Participated in the full product lifecycle on many projects, from planning and implementing features to bug triages and release.
- Planned, developed, documented, and implemented IDE features and applications for several developer tools including the Windows CE Toolkit for Visual C++ 6.0 and the Windows Smart Card Toolkit.
- Implemented operating system shell enhancements and custom applications for a variety of consumer products including media tablets, an HDTV, smartphones, an ebook reader, and other internet appliances.
- Acted as lead developer and owned complete design and implementation of an ebook demo using custom hardware. Wrote specifications, scripts, and supporting applications, provided artwork, and wrote final user documentation.
- Worked in a variety of situations including as a single developer, on small teams, across teams, and on larger distributed teams with contributors both inside and outside the company.
- Gained knowledge of how to prepare source code for localization (both UI resources and internal code structure), and owned the localization development effort for a project, working closely with the PM and QA teams.
- Learned and used a variety of Microsoft technologies including COM, ActiveX, MFC, DirectShow, Windows CE SDKs and emulation, and Visual Studio.
- Presented a talk and gave a demonstration on "Developing Information Appliances with Windows CE" at the Embedded Developers Conference on February 6-8, 2001 in Las Vegas, Nevada.
- Researched a new business opportunity. Searched for potential partners and customers, assisted in discussions, determined hardware and software requirements.
- Actively supported product demos and provided internal and external training on product usage.
- Created and maintained icons and graphics for several product demos.
- Maintained build and setup scripts and handled build issues for at least one project.

Software Engineer – Pixel-Head Productions, Houston, TX – Jun 1997 – Nov 1997

- Worked with a team of engineers and artists developing a 3D FPS game for Windows 95/NT.
- Owned game scripting code in Java and implemented classes and interfaces, including enemy AI.
- Connected the rendering engine (C++) with game scripting (Java) using the Java Native Interface.
- Used the Java Reflection API to dynamically load and instantiate each class from a map file.
- Wrote a front-end program in Visual Basic 5 to supplement a Java command line tool.

Conferences & Professional Affiliations

	IA Summit	InfoCamp Seattle	ASIS&T iEdge (UW)
2012	attending in March	N/A	N/A
2011	volunteer, participant	attending in October	N/A
2010	contest winner, presenter	presenter	N/A
2009	participant	presenter	participant
2008	IAI/FatDUX scholarship	volunteer, participant	coordinator, panel member
2007	N/A	volunteer, participant	volunteer, poster presenter