

David Michael Finnerty

UX/UI Product Design Specialist

education

Bachelor of Arts, Design and Visual Communications, University of Massachusetts, Dartmouth

core competencies

Agile & Waterfall Methodologies, Application Architecture, Application Security, B2B, B2C, Competitive Analysis, Data Visualizations, Design Systems, Digital Strategy, Graphic Design, Information Architecture, Information Graphics, Interaction Design, Multimedia, Product Design, User Centered Design, User Experience, User Flows, User Interface Design, User Personas, UX/UI Design, UX Research, Visual Design, Web Applications, Web Architecture, Web Product Design, Web Design

productivity

AHA, Confluence, Jira, Microsoft Office, Microsoft Outlook, Microsoft Teams, Slack, SurveyMonkey

design

Adobe Creative Suite, Axure RP, Balsamiq, Figma, Highcharts, Miro, Mockups, Prototyping, Sketch, Storyboarding, Wireframing, Zeplin, ZeroHeight

organizations

- Boston Interactive Media Association
- Massachusetts Innovation and Technology Exchange
- BostonCHI
- UXPA Boston

summary

- Considerable experience creating helpful, intuitive and attractive digital experiences, currently specializing in Application Security for developers and DevSecOps teams.
- Direct design role responsible for over 100+ digital experiences across cyber-security, eLearning, higher education, healthcare and marketing fields.
- Proven familiarity with UX research, using automated test platforms, direct interviews and in-person moderation of over 25 usability test sessions.

work experience

Senior User Interface/User Experience Designer *Black Duck (formerly DBA Synopsys SIG), 12/2016 – 02/2025*

Black Duck's portfolio of application security solutions has been named a Leader in the Gartner Magic Quadrant for Application Security Testing for 7 consecutive years.

- Collaborating with 4 distributed engineering teams, optimized and re-designed Black Duck's enterprise-level AppSec management SaaS solution and underlying design system, contributing to a total of \$500 million in revenue since inception.
- Served as design lead for Black Duck's leading AppSec Posture Management offering. Designed and developed no fewer than 17 new implemented features requested from our clients, leading to business totaling \$2M last year.
- Translated original UI pattern repository into reusable components within Sketch and Figma design libraries, allowing our 6-person team to increase their on-time rate of design delivery by a factor of 30% over the previous year.

User Interface/User Experience Designer *Codiscope/Cigital (acquired by Synopsys SIG), 12/2015 – 12/2016*

Cigital specialized in services for addressing vulnerabilities in software. Codiscope focused on security developer tools and training modules, which Cigital distributed..

- Design lead on 15-person Agile Scrum design/development team producing a cloud-based static analysis engine and security guidance tool in less than 2 years.
- Delivered a Learning Management System curriculum combining multimedia content with knowledge checks, covering over 50 AppSec vulnerability topics.
- Led design of Jacks Learn, a product model used for distributing eLearning via a B2C mobile-responsive web framework and design system.
- Participated in over 25 in-lab and remote 'time-on-task' usability tests using interactive prototypes to gather qualitative UX research..

Sr. Information Architect/UX Specialist (Contract)
Blue Cross/Blue Shield of Massachusetts, 09/2015 – 12/2015

Non-profit health insurer with 2..8 million policyholders, the largest number of any insurer in Massachusetts.

- Created proof-of-concept Axure and Sketch prototypes for mobile portal services Blue web (intranet), Member Central, Relaywire, and BUMC Provider Search, moderated 3 remote surveys and 6 in-lab 'time-on-task' human-centered testing sessions using prototypes

User Experience Designer (Contract)
OHO Interactive, 06/2015 – 09/2015

Digital agency with expertise in higher education website development, digital enrollment and healthcare marketing.

- Led usability research and design for proposed new Drupal-based CMS for the Dartmouth College Dickey Center website, (also moderated over 15 in-person usability sessions on-site), developed wireframe workflows for Uncommon High Schools and CUNY School of Professional Services recruitment websites.

Production Lead/UX Designer
Geary LSF (formerly One To One Interactive), 06/2009 – 02/2015

- Project Manager of a 4-person team within 'OTOLabs' new media group, supervising dozens of interactive projects while mentoring junior team members.
- UX lead on the MessageMaker CMS product development team, a publishing and reporting tool that generated XML-defined push content for many digital communication endpoints.
- Designed and developed dozens of XML-driven interactive marketing applications, including the 'Hawaii Anytime' and 'Vail SnowMate' Communicators, interactive 'character breakout' games for Walt Disney World using 'Message-Mate' technology.
- Animating 'MessageMates', customizable digital greeting cards that when installed, would display animated characters that would move about, interact with and "live" on the user's desktop.