Michael Long

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Summary

I hold one of the earliest Bachelor's degrees in web-related design from the mid-90s, earned from Indiana University Bloomington. This pioneering education has provided me with a solid foundation for my career, which includes a proven history of success, such as the development of a web application that was acquired by a Fortune 1000 company and the creation of several thriving small businesses. I am known for my exceptional problem-solving abilities and seamless collaboration within team settings. Eager to embark on a new role in UI/UX, I am excited to leverage my expertise and experience with top companies to make a meaningful impact.

As an accomplished UI/UX designer with experience as a front-end developer, I boast a diverse background in both information technology and healthcare sectors, having worked with Fortune 100 healthcare and tech companies. I have gained valuable experience in hybrid UX design / front-end development, refining my extensive technical skill set. I am proficient in modern technologies such as React/Redux, UI/UX design, AI-Aided Design, JavaScript, and have a deep understanding of the fundamentals of web development skills such as CSS and HTML.

As a seasoned professional with a track record of success in the tech industry, I take pride in my ability to build and manage high-performing teams, develop innovative products, and streamline product development processes. Throughout my career, I have built and recruited a near-shore team of 7 engineers and 5 designers in Brazil and Argentina, developed products for regulatory intelligence, medical sales, and clinical trial planning, and created a product development system centered around Google's React.js implementation of Material UI.

Experience

portfolio: ux.mikeylong.com

Associate Director of UIUX Delivery
IQVIA

May 2021 - Present (2 years 1 month)

• Led a high-performing, multinational team of 13 design and development professionals across Argentina and Brazil
• Collaborated on projects with industry-leading clients top-tier Medtech companies within the Fortune 500
• Oversaw front-end design and development using React.js for medical sales, regulatory intelligence, and clinical trial products
• Harmonized design and development processes utilizing Material UI 5 React and Material UI Vue frameworks

Sr. Technical Product Manager (React / Redux / UI Distribution)
IQVIA

Feb 2020 - May 2021 (1 year 4 months)
• Spearheaded the development of a comprehensive branded design to development system, leveraging Google's Material UI implementation for React to enhance user experience and streamline workflows

Senior Engineer (React, Redux, Thunk) / Prototype UIUX
IQVIA
Jul 2018 - Feb 2020 (1 year 8 months)
• Supervised the modernization of a PHP/MySQL/jQuery/Bootstrap-based legacy document management system
• Developed Framer X and Material UI React.js components to enhance UI/UX capabilities
• Added value to a custom React.js framework through the contribution of innovative components
• Collaborated on a variety of medical software products utilizing React, Redux, and Thunk technologies
• Worked on multiple React / Redux / Thunk medical software products

Senior UI/UX Designer / Design Integration Engineer (aim@microsoft.com) Contracts
Microsoft
Apr 2017 - Jul 2018 (1 year 4 months)
• Integrated design elements using JavaScript, TypeScript, and Angular 1 within the Office Team, contributing to the successful launch of Microsoft Stream
• Developed prototypes and crafted UI/UX designs for the Cloud EX Design Team, employing Sketch and Angular 1 to optimize user experience

Designer/Developer Prototyper
DDES Seattle (DDESSeattle.com)
Jun 2013 - Apr 2017 (3 years 11 months)
• Successfully negotiated subcontracting agreements for a multitude of UI/UX and front-end engineering projects with leading Fortune 100 technology firms
• Showcased product and service features that optimally met client requirements in terms of quality, cost, and delivery, consistently generating significant annual savings for clients
• Developed Rehablinks.org, a widely-utilized narcotics recovery web search engine, promoting addiction recovery resources
• Diligently managed and ensured punctual delivery for high-priority, time-sensitive projects
• Expanded client base through the implementation of strategic networking and content marketing initiatives

UI/UX Designer, Developer, Prototype Developer (artech@google) Contracts
Google
2012 - Jun 2015 (3 years)
• Developed UI/UX prototypes using JavaScript to enhance the user experience of Google Cloud APIs
• Designed and launched various test websites utilizing widely-used commercial CMS platforms for diverse business needs

Flash Designer/Developer

RealNetworks

2009 - 2011 (2 years)

• Delivered comprehensive website development solutions, encompassing visual design, UI/UX, and front-end development

•Developed full-stack media websites for video game marketing campaigns, incorporating Flash, Web Development, PHP, and MySQL technologies to create immersive experiences

• Achieved multiple "Site of the Week" awards for exceptional web development projects, including MTV, A-Team, and South Park Studios websites

Visual Designer / Motion Flash Developer

2007 - Apr 2009 (2 years)

• Crafted visually appealing and functional XML-driven Flash applications using ActionScript for enhanced user experiences

• Developed and programmed dynamic HTML/PHP/MySQL websites, combining design and functionality for optimal results

Owner / Manager / Developer

Art Schools Digital

Mar 2008 - Jan 2009 (11 months)

• Led the development of a PHP-based Portfolio, Commenting, and Business Directory System tailored for art schools

• Successfully sold the website to a prominent Fortune 1000 company (Quinn Street Industries)

• Achieved the second-highest traffic ranking among art school websites, as per Google analytics

Coordinated and supervised contract designers and engineers, ensuring high-quality project outcomes

Web Designer/Developer & Partner

OverDrive Media

Jul 1999 - Dec 2005 (6 years 6 months)

• Founded a boutique streaming media design and development company, offering specialized services to clients

• Developed an innovative streaming media syndication system to enhance content distribution

Presented as a speaker at industry-leading events, including Streaming Media East and Streaming Media West

• Established a diverse client base, featuring notable companies such as Microsoft, Real Networks, Atom Films, and StreamingMedia.com

• Expanded the company to include 10 employees and two offices in strategic locations: Seattle and San Francisco

• Catered to a distinguished clientele, including Microsoft, Real Networks, Atom Films, and StreamingMedia.com

• Operated a growing team of 10 employees, with offices strategically located in both Seattle and San Francisco for optimal reach and collaboration

Technical Evangelist / MSDN Demo Developer

Microsoft

Feb 1997 - May 1999 (2 years 4 months)

(Multiple Contracts)

- Created streaming media demos for Microsoft executives
- Created demo CD for Microsoft partners
- Spoke about streaming media
- Wrote articles for MSDN at Special Interest Groups
- Worked in Windows 98 Version of Windows Media Player SDK

Education

Indiana University Bloomington

Bachelor's degree, Visual / Web Design

1991 - 1995

Skills

Software Development • Web Applications • Management • SQL • Cascading Style Sheets (CSS) •
UI/UX Design • UI/UX Prototyping • JavaScript • Visual Design • Graphic Design

Honors & Awards

CSSDA Website Of The Day (Nomination) - CSSDA

Feb 2013

Flash Site of the Week (Twice)