

# DAVE BIRNBAUM

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## Objective

To obtain a full-time position developing and commercializing emerging technology.

## Summary

I use technology in unexpected ways to create experiences that matter to people. I'm a servant leader, intuitive decisionmaker, calculating resource allocator, insight inciter, lateral thinker, relationship builder, and curious designer with a propensity for geeky obsession.

## Recent Experience

### Senior Director, Technology Strategy, Office of the CTO | Immersion Corporation, 2020 – 2021

- Served as interim Product Manager for Gaming business; created 3-year technology development and market engagement strategy.
- Established process for R&D based on defined Technology Readiness Levels (TRL) and gating process.
- Led creation of external communications that solidified our company's central position in the ecosystem.
- Key contributor to IP strategy; prolific inventor with over 100 granted patents.

### President, Chairman of the Board, Co-Founder | Haptics Industry Forum, 2021 – Present

- Co-founder of a non-profit focused on accelerating adoption of haptic technology.
- As the most senior member of the organization, I provide a voice for our membership to the wider technology ecosystem.
- Guided loose coalition of interested parties from initial conception through incorporation and launch of formal entity with 100K budget.
- Bootstrapped initial roster, branding, website, workgroups, productivity tools, negotiation with external service providers.

### Head of Design Strategy & Outreach | Immersion Corporation, 2017 – 2020

- Identified new vertical market opportunities and developed early-stage partnerships.
- Led human enhancement program focused on AR: prototyping strategy, patent applications, demo development, public showcase.
- Evaluated emerging technologies for business and innovation relevance: 5G, wearables, biosignals, AI / ML, immersive interfaces.
- Articulated company's enterprise value through media and public speaking engagements.
- Collaborated with marketing team on trade show presence, booth and design, customer engagement, content calendar.

### Director, User Experience Design | Immersion Corporation, 2008 – 2017

- Co-founder of UX department, which grew to include offices in LA, San Jose, Shanghai, Beijing, Seoul.
- Created software and hardware experiences, design systems for XR, ad tech, social media, gaming, wearables, automotive.
- Served on the Senior Leadership Team, contributed to company strategic plan.
- Co-created processes for invention disclosure, innovation, user centered design, agile product development.
- Invited speaker at Stanford, LA Times, USPTO, Infinity Film Festival, Digital Hollywood, SXSW.
- Served as media spokesperson: New York Times, NPR affiliate, Atlantic Monthly affiliate, USA Today.

## Extracurriculars

- Creator, producer, and host of successful podcast interviewing inventors and entrepreneurs about personal motivation and unique insight.
- Editor in Chief of Virtual Experience Interaction Lab (VEIL), a global UX research initiative to evaluate emerging design patterns in XR.

## Skills

- Establishing technology R&D process from early stage innovation to product development.
- Researching technology landscape; opportunity analysis; prototyping strategy for risk reduction and value identification.
- Leading innovation and design thinking workshops, including remotely.
- Invention process creation / management. Converting ideas to strong utility apps with broad claims, specifications that enable continuations.
- Publishing strategy, writing, copyediting, visual design / illustrations, white papers, recommended practices, specifications.
- Evangelism, media outreach, blog posts, long form pieces, trade show presence, booth design, demo design.
- Early customer engagement, key accounts, onsite workshops, roadshows.
- Product management, scrum master, product owner, process improvement, generating a robust, detailed, prioritized backlog.
- UX / Design team leadership. design strategy, UCD, establishing best practices, training materials.
- Hiring, interviewing, team building, managing an office, building a business.

## More

More about my academic background, publications, patents, and projects can be found at [davebirnbaum.com](http://davebirnbaum.com).

*References available upon request.*