

## Andrew Davidson

www.goldensection.cc

ad@goldensection.cc

+1 206.372.6487

CV

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### Summary

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- Education** • 20+ years experience as an educator, teaching at secondary through post-graduate levels. College professor / administrator overseeing leading international research-oriented design technology programs. High school computer science teacher.
- Technology** • 30+ years experience in the technology industry developing, managing, and communicating about innovative software projects, specializing in human-centered interactive systems. Project manager, system designer, and software engineer.
- Design** • 10+ years experience in consulting practice, with concentration on user experience analysis and design prototyping in physical computing, online, and mobile interactive applications. Designer and producer.

### Experience

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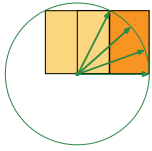
- 2010-present** • **Teacher**  
**Roosevelt High School**  
Seattle, Washington  

Certificated secondary education Career and Technical Education (CTE) teacher in the public school district of Seattle, Washington. Initiated computer science education at Roosevelt HS in 2010-11 academic year. Courses include computer science, web design, interactive media and technology, at all levels, including AP Computer Science.
- 2006-present** • **Affiliate Assistant Professor**  
**University of Washington**  
Seattle, Washington  

Adjunct faculty member in the Division of Design of the School of Art. Develop and teach undergraduate and graduate courses in the Interaction Design and Visual Communication Design programs. Courses include *Designing Behaviors* (undergraduate studio exploring interaction design using programmable robots and sensors) and *Wayfinding in Public Transportation Systems* (graduate practicum examining user experience design techniques).
- 2006-present** • **Independent Consultant**  
**Golden Section**  
Seattle, Washington  

Independent technology and design and education consultant. Teach workshops in physical computing and electronics prototyping using Arduino and Processing. Develop software tools and documentation for prototyping systems of tangible interactions. Application design and technical writing/editing. Clients include University of Washington Computer Science and Engineering, Valve Software, Art Center College of Design, University of Washington School of Medicine, and Flashlight Engineering.
- 2005** • **Sabbatical**  
Italy  

Sabbatical year in Italy. Extensive travel and study throughout country's diverse regions, exploring their history, culture, language, and cuisine.



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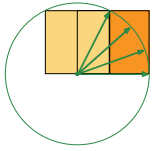
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- 2002-2004
- **Chair, Academic Program**  
**Interaction Design Institute Ivrea**  
Ivrea, Italy
- Head of academic program at innovative international graduate school and research center for interaction design founded by Olivetti and Telecom Italia in Ivrea, Italy. Organized all educational activities of the two-year masters program. Responsible for students, faculty, curriculum, budget, and academic administrative staff. Interaction-Ivrea brought together people from over 25 countries in a unique interdisciplinary and collaborative environment. Its mission was to develop a new discipline for creating products and services that fused technology, design, and business.
- 1997-2002
- **Chair, Media Design Program**  
**Chair, Digital Media Department**  
**Art Center College of Design**  
Pasadena, California
- Head of department for digital media technology and design at internationally recognized college of art and design. Complete responsibility for mission, curriculum, faculty, students, admissions, budget, and operations of department (graduate and undergraduate levels). Oversaw state-of-the-art computer laboratories for teaching, research, and production, with over 300 computers and systems in an integrated, high-speed network. Instrumental in senior-level college administrative strategic planning for budgeting, educational policy development, and technology infrastructure.
- 1991-1997
- **Faculty, Digital Media Department**  
**Art Center College of Design**  
Pasadena, California
- Developed curriculum for initial multimedia program at the college. Taught advanced undergraduate courses in interactive media design and production. Thesis advisor for graduate student projects in new media. Instructor for industry-sponsored design projects in multiple disciplines.
- 1995-1996
- **Director, New Media Applications**  
**Microware Systems Corporation**  
Santa Monica, California
- Served as chief evangelist to the content, application, and tool developer communities for Microware's system software for internet appliances and interactive television. Identified new business opportunities in these fields, developed relationships, and assisted in account management. Produced demonstration, marketing, and training applications, including Microware's initial corporate web site.
- 1988-1995
- **Director of Engineering**  
**Philips Interactive Media**  
Los Angeles, California
- Responsible for all engineering activities in Philips Media's pioneering interactive consumer software publishing division. Supervised advanced development research efforts, application and system engineering for title production, and developer technical support. Directed investigations into broadband network technologies, and interactive television. Frequent speaker at multimedia conferences.



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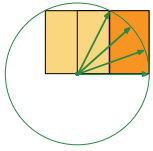
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- 1984-1988
- **Principal**  
**NewLine 7 Graphics**  
Culver City, California
- Founded company that developed software tools for visual design professionals. Involved in all aspects of startup company, including formulation of company business plan, market research, financing, scheduling product development, and creating trade show exhibits. Software architect of *NewStudio*, 3-D visualization tool for architectural design.
- 1987
- **Independent Consultant**  
**Golden Section**  
Los Angeles, California
- Specialized in computer graphics and microprocessor applications. Served as chief engineer for the development of a real-time 2-D cel animation system for use by cartoon animation studio.
- 1982-1987
- **Research Software Engineer**  
**Digital Productions**  
Los Angeles, California
- Founding member of research group chartered to design a character animation system for film production company specializing in computer generated imagery. Developed special effects software for *The Last Starfighter*, feature film produced by Lorimar Productions. Technical director for computer animation used in national television commercials.
- 1980-1982
- **Software Engineer**  
**Type III**  
Wayne, Pennsylvania
- Software designer and engineer of real-time equipment monitoring and graphics display system.
- 1978-1980
- **Software Engineer**  
**Colonial Penn Group Data Corporation**  
Philadelphia, Pennsylvania
- Programmer and system analyst for various large-scale business data processing applications.



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### Education

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- 1982
- **Master of Science in Engineering, Computer and Information Science**  
**University of Pennsylvania**  
Philadelphia, Pennsylvania  
  
Concentration in computer graphics supervised by Dr. Norman Badler. Thesis project (*TAGL*) was an interactive editing system for choreographic notation using Labanotation. Additional research in perceptual color spaces.
- 1977
- **Graduate study in Photography**  
**Visual Studies Workshop**  
State University of New York  
Rochester, New York
- 1975
- **Bachelor of Arts, Mathematics**  
**University of Rochester**  
Rochester, New York

### Personal

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- Citizenship
- United States of America
- Languages
- English   fluent (native)
  - Italian   advanced
  - German   rudimentary
- Interests
- Cycling, cooking, photography