JULIESPIEGLER

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*If you have programs that need managing, I'm **the Julie for the job**. My expertise is in enabling teams to successfully define and realize things that have never been done before. My success comes from my ability to analyze complex, interconnected requirements and systems, quickly understand new tools, products, workflows, and technologies, and craft the appropriate approach, process, and project definition for the task at hand.*

DIG DEEPER

Please visit my website to learn about specific projects: http://julie.buzz
My chronological work history is available on LinkedIn: https://www.linkedin.com/in/juliespiegler/

SUMMARY OF QUALIFICATIONS

Experienced at managing programs, projects, resources, people, and information. Adept at keeping focus at all levels on a buildable, meaningful result. Extremely effective in establishing and refining processes. Skillful at balancing long-range planning with hands-on problem solving. A quick study and love to learn. Passionate about building a vision and enabling its successful execution.

WORK EXPERIENCE HIGHLIGHTS

Helium - Co-founder, Project & Client Management

After co-founding a technology consulting company, I became an expert at managing custom live sporting event programs. Over the course of seven years, working with amazing interaction and visual designers and super smart software architects and programmers, we wowed our clients with unique, first-ever experiences using bleeding edge technology, delivered against immovable deadlines with constantly evolving logistics.

She is the go-to person for getting big projects organized and on track, sorting out and aligning diverse or even conflicting priorities, and keeping creative technical people productive and collaborative. Whenever we had a critical project with a lot of moving parts and a lot on the line, the three most relaxing words I could possibly hear were, "Julie's on it."
- Matt Brocchini, Entrepreneur (VP Technology Development, Quokka Sports)

Xaos Tools - Director of User Satisfaction

Joining a small, growing start-up in its first year provides numerous opportunities to learn a variety of skills, contribute in many different areas, and take on a plethora of roles. My User Satisfaction team was responsible for support, QA, documentation, and release management of a suite of image processing products released on three different hardware platforms.

US Hang Gliding & Paragliding - Program Manager

As a remote program manager, I worked with teams in a variety of locations on projects including: design, development and deployment of a new website and a major overhaul of the operational technology to optimize and extend business processes.

Adobe Systems / Macromedia - Sr. Program Manager, Experience Design

For five years I worked side-by-side with the VPs of Experience Design and Product Design. As program manager I guided cross-functional teams working on highly strategic client technology showcases, product redesigns, new product explorations, and interactive prototypes expressing the CTO's vision of Adobe's future.

From early on I figured out that everything we were trying to accomplish was either made easier or possible (or both!) by Julie's incredible ability to understand what is important and what isn't…. If you work with Julie you will do what you're doing, no matter what it is, better.

- Michael Gough, Vice President Product Design at Uber (VP Experience Design at Adobe)

Tinkering Unlimited - Co-founder, Program Management

Together with educator and technologist Gever Tulley, we founded a hands-on educational nonprofit institute, wrote, produced and self-published an internationally acclaimed book (*50 Dangerous Things (you should let your children do)*), and invented a series of interactive, hands-on corporate workshops and custom software systems. I also created an award-winning video series about women who fly paragliders: *We Are Pilots.*

Construct Internet Design - Director of Production

As Director of Production, I was responsible for our successful client deliveries integrating bold, new visual design with emergent ("barely there") technologies, such as 3D and VRML. I established our processes for tracking projects as well as working with clients.

PROJECT SAMPLING

Program manager for **strategic engagements**, including the first Flash-based mobile home screen for Macromedia (Verizon) and **CTO-driven future-vision** projects at Adobe.

Program/project management, including **Sprint management**, for non-profit technology platform customization, configuration, and deployment at USHPA.

Quality assurance, issue tracking, and project management for **commercial image processing software** delivered on SGI/Unix, PC/Windows, and Apple/OS X at Xaos Tools.

Creating custom software for live events was a niche for **Helium**. To accommodate the special considerations for custom live event software design and development, we established a precursor to Agile: we called it the **Spiral**.

At Macromedia/Adobe I produced the **XD Brown Bag** series. The presentations helped establish and maintain a learner-positive culture, initially educating product teams about the XD (Experience Design) process, expanding to external speakers and a company-wide audience.

The best way to understand my skills and experience is to see what I have co-created. Please visit https://julie.buzz for images and details about some of my favorite projects.