

JAMES SKORUPSKI

(Address Available Upon Request)

james (at) skorupski (dot) org

<http://skorupski.org>

(Phone # Available Upon Request)

ABOUT | I am an engineer, researcher, designer, and hacker, with an industry background in high-fidelity full-stack web UX engineering and prototyping, and an academic background in AI, HCI, interactive narrative, and real-time graphics. My primary interests are bleeding edge UI/UX techniques, intelligent interfaces, and real-time data visualization.

EXPERIENCE | SENIOR (MTS) DESIGN ENGINEER – HUMAN INTERFACE GROUP (HIG) – EBAY, INC

SEPTEMBER 2014 – PRESENT SAN JOSE, CA

- ✦ Design and implement rapid high-fidelity tactical and strategic prototypes and tools, blending the latest web and native techniques, standards, and technology with the proven, production-ready eBay platform tech stack
- ✦ Personally partner and embed with project management, design and product development to develop production-grade, real-data prototypes that are user tested and shipped for near-term (1-2 months) and longer term deployment schedules
- ✦ Conceive and implement new user flows, design concepts, and interactions, and iterate on them with live and at-scale user testing for real-world feedback and actionable data
- ✦ Alongside visual designers, explore, iterate, formalize, and publish broad multiscreen design and UX standards across all eBay web and native properties
- ✦ Consult, mentor, and teach design-driven engineering concepts/tools/tech within eBay and at UCSC
- ✦ **Projects:** Angular/NodeJS-driven production prototype platform hosting next gen eBay homepage, search, item details, collections, My eBay, etc; OpenCV-based marker and sketch recognition web system to create live data-driven HTML based UI/UX prototypes; Visualized historical product availability across eBay marketplaces; Design Atlas – design and UX standards DB/taxonomy search and visualization, and partially-automated tools for cataloging and correlating UI/UX systems and UI components around eBay
- ✦ **Tech:** Javascript (ES5, ES6/ES2015), HTML5, CSS3, SVG, WebRTC, LESS, SASS, Stylus, Node.js, Express, OpenCV, Grunt (and Gulp), AngularJS, Ionic, Web Components, WebGL, Phantom browser, Casper, OpenStack, Jenkins, Marko (eBay-developed NodeJS templating)

SENIOR (MTS) DESIGN ENGINEER – EXPLORATORY PROTOTYPING INNOVATION CENTER (EPIC) – EBAY, INC

JULY 2012 – SEPTEMBER 2014 SAN JOSE, CA

- ✦ Researched, designed, and implemented high-fidelity, full-stack tactical and strategic UI/UX-focused prototypes for online and offline commerce.
- ✦ Consulted, mentored, and taught around eBay, Inc companies and externally at UC Santa Cruz, speaking about my research background and experience with bleeding edge UI and UX technology.
- ✦ Worked cooperatively across multiple orgs and teams at eBay MP, eBay Enterprise, Milo, and various clients to harness a variety of data sources and API's and unify them to provide a fast and consistent source of data customized to provide a seamless and fluid user experience, regardless of the platform.
- ✦ **Projects:** [eBay Marketplaces Data-Vis Kiosk](#) (internal), [eBay Now Kiosks](#) (internal prototype), Local Neighborhoods Shopping Experience (internal prototype), [Toys R Us In-store Digital Wall](#), [Kate Spade Saturday Shoppable Windows](#), [Connected Glass Westfield Mall Initiative](#) (TOMS, Rebecca Minkoff, Sony)
- ✦ **Tech:** Javascript (ES5, ES6), HTML, Node.js, CSS3, Angular, WebGL, Touch Events, Multitouch interaction, Web Sockets, Gulp/Grunt, MongoDB, Redis, Solr, Kinect, IR Touch Frames, Touch Foil, DMX, Splunk Analytics

GRADUATE STUDENT RESEARCHER – EXPRESSIVE INTELLIGENCE STUDIO (EIS) – UC SANTA CRUZ

SEPTEMBER 2006 – JUNE 2012 SANTA CRUZ, CA

- ✦ Dissertation Work: Design, implementation, and evaluation of intelligent, reactive [graphical interfaces](#) for novices to visualize and author plan-driven interactive narrative.

- × Additional Research: Design, implementation, and evaluation of reactive, plan-driven believable virtual humans for assisting specialists in large hybrid human and computer-controlled training scenarios.
- × **Tech:** .NET 3.5 and 4 in C# with WPF, Java 1.6, and ABL (Reactive Planner for Intelligent Agent Behavior)

PHD STUDENT INTERN – COGNITIVE SCIENCE AND TECHNOLOGY PROGRAM – SANDIA NATIONAL LABS

JULY 2008 – OCTOBER 2008 ALBUQUERQUE, NM

- × Upgraded military training and simulation engine to integrate with ABL agent planning architecture alongside existing simulation framework. Prototyped scenarios for non-kinetic soldier training.
- × **Tech:** C++, Java 1.5, ABL (Reactive Planner for Intelligent Agent Behavior)

INTERN, SOFTWARE ENGINEER – MOVES INSTITUTE – NAVAL POSTGRADUATE SCHOOL

JUNE 2007 – SEPTEMBER 2007 MONTEREY, CA

- × Developed a new, modular, real-time training and simulation engine with a microkernel style architecture
- × **Tech:** C++, OpenSceneGraph, FMOD library

INTERN, GRAPHICS DRIVER DEVELOPMENT – APPLE, INC

JUNE 2005 – SEPTEMBER 2005 CUPERTINO, CA

- × Analyzed and modified graphics driver source for algorithmic and compiler level optimizations, interacting directly with three hardware vendor engineers from three external companies to resolve optimization issues
- × **Tech:** C/C++

ERP SOFTWARE DEVELOPER – TECHNOLOGIES INTERNATIONAL, INC

JUNE 2000 – SEPTEMBER 2004 SANTA ANA, CA

- × Half of two-person engineering team that designed, developed, shipped, and documented two mobile ERP (Pocket PC, PalmOS) apps for CenDyne Inc. and Pulizzi Engineering, and an employee and job tracking desktop app for Baghouse & Industrial Sheet Metal, Inc.
- × **Tech:** .NET 1.0/1.1 in VB.NET (PocketPC and Windows), Satellite Forms for PalmOS

PATENTS

SHOPPING TRIP PLANNER – EBAY, INC

UNITED STATES 20150134488 - FILED 2015

Other Inventors: Matt MacLaurin, Amy Chien, Flynn Joffray, Healey Cypher

SYSTEMS AND METHODS FOR HOSPITALITY SERVICES USING BEACONS – EBAY, INC

UNITED STATES 20150348049 - FILED 2015

Other Inventors: Michael Charles Todasco

STORE OF THE FUTURE – EBAY, INC

UNITED STATES 20140365341 - FILED 2014

Other Inventors: Matt MacLaurin, David Geisinger, Amy Chien, Flynn Joffray, Healey Cypher

SYSTEM AND METHODS FOR PERSONALIZATION AND ENHANCEMENT OF A MARKETPLACE – EBAY, INC

UNITED STATES 20140100991 - FILED 2014

Other Inventors: Matt MacLaurin, Jesse Wolfe, Amy Chien, Healey Cypher, Marie Tahir

PERSONALIZED CURATION AND CUSTOMIZED SOCIAL INTERACTION – EBAY, INC

UNITED STATES 20140068450 - FILED 2014

Other Inventors: Matt MacLaurin, Jesse Wolfe, Amy Chien, Jai Dandekar

SYSTEM AND METHODS TO PRESENT A PERSONAL SHOPPING EXPERIENCE – EBAY, INC

UNITED STATES 9,390,448 – FILED 2013, ISSUED 2016

Other Inventors: Matt MacLaurin, Jesse Wolfe, Amy Chien, Jai Dandekar, Healey Cypher, Marie Tahir, et al

PUBLICATIONS

EVALUATING REALISM FOR VIRTUAL SUPPORTING CHARACTERS

UCSC TECH REPORT 2012 – Authors: James Skorupski, Joshua McCoy, Michael Mateas, Cathy Zambaka

NOVICE-FRIENDLY AUTHORIZING OF PLAN-BASED INTERACTIVE STORYBOARDS

AIIDE 2010 – Authors: James Skorupski, Michael Mateas

INTERACTIVE STORY GENERATION FOR WRITERS: LESSONS LEARNED FROM THE WIDE RULED AUTHORIZING TOOL

DAC 2009 – Authors: James Skorupski, Michael Mateas

STORYBOARD AUTHORIZING OF PLAN-BASED INTERACTIVE DRAMAS

FDG 2009 – Authors: James Skorupski, Michael Mateas

TRANSIENT RENDERING

UCSC TECH REPORT 2008 – Authors: James Skorupski, Adam Smith, James Davis

WIDE RULED: A FRIENDLY INTERFACE TO AUTHOR-GOAL BASED STORY GENERATION

ICVS 2007 – Authors: James Skorupski, Michael Mateas (Award: Best Student Paper)

FACIAL TYPE, EXPRESSION, AND VISEME GENERATION

ACM SIGGRAPH POSTERS 2007 – Authors: James Skorupski, Jerry Yee, James Davis

INTERACTIVE THIN SHELLS – A MODEL INTERFACE FOR THE ANALYSIS OF PHYSICALLY-BASED ANIMATION

CAINE 2007 – Authors: James Skorupski, Alex Pang, Zoë Wood

A HIGH POPULATION, FAULT TOLERANT PARALLEL RAYTRACER

SEDE 2006 – Authors: James Skorupski, Ben Weber, Mei-Ling Liu

INVITED TALKS

INTRODUCTION TO HTML AND JAVASCRIPT FOR DESIGNERS

2013 – STUBHUB, INC

AUTHORIZING INTERACTIVE STORIES: INTELLIGENT INTERFACES AND INFINITE STORY SPACES

2008 – CALIFORNIA POLYTECHNIC STATE UNIVERSITY, SAN LUIS OBISPO

EDUCATION

UC SANTA CRUZ – SANTA CRUZ, CA – 2006 - 2012

PHD, COMPUTER SCIENCE - ALL BUT DISSERTATION (ABD)

- × Advisor: Michael Mateas
- × Research Topic: Authoring Interfaces for Plan-driven Interactive Stories
- × Award: Cal Poly San Luis Obispo J.L. Moore Fellowship Recipient, 2006 - 2010

CAL POLY SAN LUIS OBISPO – SAN LUIS OBISPO, CA – 2001 - 2006

MS, COMPUTER SCIENCE (BLENDED MS+BS PROGRAM)

- × Advisor: Zoë Wood
- × Master's Thesis: Interactive Thin Shells: A Model Interface for the Analysis of Physically-Based Animation
- × Leadership: Computer Science Graduate Student Association President, 2005 - 2006
- × Award: Outstanding Graduating Senior - Contributions to the University, 2006

CAL POLY SAN LUIS OBISPO – SAN LUIS OBISPO, CA – 2001 - 2006

BS, COMPUTER SCIENCE (BLENDED MS+BS PROGRAM)

- × Minor: Physics
- × Membership: Upsilon Pi Epsilon, IEEE, ACM

REFERENCES

REFERENCES AVAILABLE UPON REQUEST