JEFFREY R. BLUM

Ph.D. Candidate, McGill, Electrical & Computer Engineering. 25+ years experience in industry & academia, including UX design, haptic and audio interfaces, software development, program management, and user research. Dual citizen: Canada/USA.

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 ℅ Full CV: cim.mcgill.ca/~jeffbl/about/

EXPERIENCE

Research Assistant, Shared Reality Lab

McGill University, Electrical & Computer Engineering Dept.

☆ Various 2008 – present
♥ Montréal, QC, Canada

- Technical project manager for IMAGE, leading team creating a platform for rendering audio-haptic experiences of web graphics for people who are blind or low vision. (Mar 2021-)
- Lead developer / project manager for Autour (available on Apple AppStore), an iPhone app that uses spatialized audio to render points of interest around a blind individual. (2010-2013)
- Project manager: McGill's deliverables to Health Services Virtual Organization. Designed architecture for 17 camera array for remote interactive viewing of cadaveric dissections. (2008-2010)

Founder / Owner

Glass Lantern, LLC

🛗 2002 - 2007

VWashington, DC, USA

• Founded Single Member LLC developing mobile apps for pro photographers: PocketLoupe image viewer for RAW images; Pixfer mobile image management; CalTrack calorie tracking app.

Experience Designer / Director of Product Design Mindsurf Networks

2001

♥ McLean, VA, USA

• Managed Product Design team: Art Director, Experience Designer, two Graphic Designers. Oversaw Mindsurf Achievement Essentials design, for student/teacher collaboration via PDAs.

Program Manager / Lead Program Manager Microsoft Corp., Mobile Electronics Group

🛗 1994 - 2000

Redmond, WA, USA

- Oversaw all aspects of Pocket Outlook software (Calendar, Contacts, Tasks, Note Taker) for three full product cycles: Handheld PC (1996), Palm-size PC (1998), and Pocket PC (2000).
- Drove components from initial design to release: user requirements and feature set, UI design, prototypes and storyboards, writing specifications, setting schedule, leading bug triage.

Campus Consultant / Technical Assistant Intern NeXT Computer, Inc.

🛗 various 1991 - 1994

- Redwood City, CA, USA
- Technical and sales support for Princeton; summer internship at NeXT headquarters in Higher Education Marketing.

EDUCATION

Ph.D. Electrical & Computer Eng. McGill University, 2013-present (ABD)

Supervisor: Jeremy R. Cooperstock Thesis topic: Haptic (tactile) information delivery in mobile applications. Designed, implemented, and conducted user studies to improve haptic information delivery; authored and presented peer-reviewed papers at international conferences.

B.S.E. Computer Science Princeton U., 1994, *magna cum laude*

Continuing Education Certificate, French Professional Communication McGill University, 2011

SKILLS

Program ManagementUX DesignHapticsAudio ARUser StudiesTor RelaysCgitDockerJavaLinuxPython

LANGUAGES

English French



MOST PROUD OF

Shipped products in industry Shipped multiple products as Program Manager at Microsoft, and as Founder of single-member LLC.

Author on 15+ peer-reviewed papers Published articles in areas including mobile systems, audio AR, and haptics. orcid.org/0000-0002-0835-4343

Software for people who are blind Lead developer for first versions of Autour, an audio augmented reality iPhone app.

 Inventor on 13 issued patents
 Mostly related to mobile user interfaces. One sold to Novartis, for treatment of amblyopia.

