

# Kipling Inscore

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## SUMMARY

Software engineer with a focus on user experience prototyping (e.g. interactive high fidelity trade show demos, usability research prototypes). Cross-stack experience including microcontroller firmware, Linux kernel/driver, Android system & apps, desktop applications.

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## EXPERIENCE

### Staff Software Engineer

Synaptics

June 2007 - Present, San Jose, CA

- Developed High-fidelity user experience concept prototypes & trade-show demos using a quick iterative process.
- Worked with marketing, engineering and research teams to define new user experience concepts around technologies in development.

### Software Engineer

PixOasis.com

January 2004 - August 2006, San Francisco, CA

- Translated business needs and customer goals into product features.
- Designed, developed, and maintained web app & server.

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## PROJECTS

### Voice Biometrics Login & Digital Assistant

2019

- Participated in ideation, specification definition
- Led team in system architecture, interaction design, and project coordination
- Designed voice enrollment-login-query interaction flow accounting for novice and expert usage

### Event Detection AI Prototype

2019 • [https://youtu.be/CSciT\\_HYEP8?t=41](https://youtu.be/CSciT_HYEP8?t=41)

- Working with an Artificial Intelligence (AI) engineer and graphic designer, I developed the Android app (UI, animations, business logic) and iterated on user experience.

### Face Identification AI Prototype

2019 • <https://youtu.be/8BSa3K-DcKA?t=41>

- Participated in ideation, specification definition, user experience design, and interaction design.
- Designed and programmed the Android app (UI, animations, and business logic), and fine-tuned micro-interactions.

### "Sensa" Tablet Prototype

2013 • <https://youtu.be/2L6MWdjJ4Do?t=30>

- Participated in ideation, and design of features and solutions for the trend of shrinking mobile device bezels.
- Developed Linux kernel device drivers for front and rear touch sensors, including margin (furthest-inward finger) detection.

### "Fuse" Mobile Phone Prototype

2010 • <https://youtu.be/AotQ5mtTdak>

- Participated in ideation, and design of features and use-cases for a sensor-packed mobile phone
- Collaborated with outside partner company teams to design the UI and UX.
- Developed Linux kernel device drivers for front and rear touch sensors, side touch strips, accelerometer, and pressure (squeeze) sensors.

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## EDUCATION

### UX/UI Design

UC Berkeley Extension • 2021

### Bachelor of Science in Electrical Engineering

University of California, Santa Cruz • Santa Cruz, CA • 2007

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## PATENTS

### U.S. Patent #9,939,921

- Electronic device keyboard spacebar with visual feedback associated with location sensing.

### U.S. Patent #9,870,080

- Method, system, and device for controlling a cursor or user interface action as a function of touch and force input.