

Todd Margolis

EDUCATION

M.F.A.	2004 Electronic Visualization	University of Illinois at Chicago
B.F.A.	1996 Photo, Film, Electronic Visualization	University of Illinois at Chicago

Areas of Specialization: AI, Virtual Reality, Augmented Reality, Analytics, Collaboration, Problem Solving, Project Management, Teamwork, Verbal and Written Communication, User-centered Design, Product Strategy, Market Research, Requirements Definition, Metrics, Product Evangelist, SaaS, Agile

PROFESSIONAL EXPERIENCE

Qlik	10/14-present
<i>Sr. Director of Applied Research & Emerging Technologies</i>	Chicago, IL

My unique background in Art, Technology and Education with a focus on collaboration and analytics allows me to lead a team of ML engineers who accelerate our long-term roadmap. I define strategy and develop new capabilities leveraging emerging media platforms. My deep empathy for customer and user needs paired with my passion for innovation drives my creative, yet data-driven approach to prioritization ensuring projects stay on track while being flexible to changing priorities and limited resources. I have extensive prototyping and presentation experience and enjoy providing thought leadership in executive briefings, conference keynotes and academic symposiums globally. At Qlik, I have previously held roles as Director of Product Management as well as a Sr. Solution Architect.

University of California, San Diego	11/12-10/14
<i>Assistant Project Scientist & Lecturer, Qualcomm Institute</i>	San Diego, CA

Researcher with the Qualcomm Institute at the California Institute for Telecommunications and Information Technology (Calit2) designing and developing solutions for immersive systems using VR and large-format tiled displays. Focus on leading interdisciplinary teams of academic and industry researchers to create discovery platforms for large-scale geospatial, metagenomics and healthcare data.

University of California, San Diego	1/05-5/12
<i>Technical Director, CRCA</i>	San Diego, CA

Provided organizational administration, research development, project management and grant writing for the Center for Research in Computing and the Arts. Created the design, specification, installation, configuration, operation, training and maintenance routine of CRCA's new 10,000 sq ft facilities including Virtual Reality, Spatialized Audio, Motion Capture, Gaming and Digital Cinema labs. Technical Director for dozens of interdisciplinary research projects that have been published and exhibited world-wide, as well as new products that have been brought to market. Managed small to medium groups on short-term projects as well as long-term teams.

Applied Interactives, 501(c)(3)	1/01-12/05
<i>Co-Founder</i>	Chicago, IL

Non-profit organization with a mission to bring Virtual Reality to art museums and universities, as well as into the hands of individual creators. We maintained a highly collaborative organization of artists and engineers, resulting in several high-profile artworks and installations shown at venues such as Northwestern University, the Museum of Contemporary Art in Chicago and Art Basel Miami.

University of Illinois at Chicago	8/98-1/05
<i>Visiting Research Programmer, EVL</i>	Chicago, IL

Co-invented new Virtual Reality hardware and software systems for the Electronic Visualization Laboratory. Senior developer on the auto-stereoscopic barrier strip display Varrier™ where I modeled and analyzed sub-pixel rendering techniques for this new VR system inside another CAVE VR system.

School of the Art Institute of Chicago	1/99-1/03
<i>Instructor</i>	Chicago, IL

Taught graduate courses in Virtual Environments (Linux/C++/YG/OpenGL/Performer), Web Architecture (DHTML/Macromedia Flash) and Experimental Programming for the Web (DHTML/Macromedia Flash).

NetSight	1/95-7/96
<i>Webmaster/Head of Internet Development</i>	Northbrook, IL

Developed new business areas for a local ISP to offer web hosting and design services. We specialized in providing some of the first 3D VRML websites for the Chicago area.

