

David Joel Sturman, Ph.D.

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Experienced CTO/VP Engineering with proven track record of building and guiding smart, innovative and agile technical teams on the cutting edge of technology in rapid growth environments. Effective at all levels from vision, to strategy, to process, to architecture, and can bridge the gap between management and engineering. Technical expertise in graphics, simulation, and visualization, as well as scalable internet technologies and consumer software applications.

EXPERIENCE (abbreviated)

Bain & Company (Consultant) London, UK **2021-present**
Advisor – Bain Advisor Network
Continuation of work at Tech Economy (see below).

American University of Paris Paris, France **2021-present**
Senior Lecturer – Computer Science
Teaching two courses given approximately every other semester. *Web Applications* covers full-stack web application development and *How Digital Works* is an introduction to the digital technologies that drive modern society, including issues of security, privacy, ethics, and digital rights.

Tech Economy London, UK **2019-present**
Director
Technical and strategic diligence for private equity clients in merger and acquisition activities. Diligence involves evaluations and recommendations in the areas of product strategy and roadmaps, software technology and architecture, intellectual property, R&D organization and processes, data security, and IT infrastructure. Acquired by Bain & Company, June 2021.

Stylaquin Providence, RI **2016-present**
Co-founder and CTO
Stylaquin is a start-up in the e-commerce space. It enhances existing online e-commerce sites with catalog-quality product presentations and an Idea Board that allows shoppers to compare and purchase products from participating vendors or archive them for a later purchase decision.

Bulger Partners / EY Parthenon Boston, MA **2015-2018**
Executive Consultant
Technical and strategic diligence for private equity clients in merger and acquisition activities. Diligence involves evaluations and recommendations in the areas of product strategy and roadmaps, software technology and architecture, intellectual property, R&D organization and processes, data security, and IT infrastructure. Bulger Partners was acquired by Ernst & Young – Parthenon in Aug 2018.

Consulting CTO and Executive Coach Boston, MA / Paris France **2014-present**

Jobcase, Inc. Cambridge, MA **2014 – 2015**
Vice President Engineering
Jobcase.com provides jobseekers with community and search tools to improve their career prospects.

Audible (an Amazon company) Cambridge, MA **2013 – 2014**
Sr. Director of Software Development
Global leading publisher of audiobooks. Directed the Android mobile application software development team.

GenArts, Inc. Cambridge, MA **2009 – 2012**
Chief Technology Officer
The leading provider of specialized visual effects software to the media and advertising industries worldwide.

Microsoft Corporation / Massive Incorporated New York, NY 2003 – 2009

CTO co-founder - Massive / Principal Architect - Microsoft

Massive created the world's first immersive in-game advertising network. Acquired by Microsoft in 2006.

Columbia University New York, NY 2003 – 2004

Adjunct Associate Professor - Department of Computer Science

Developed and taught a series of very successful courses in video game technology and design.

Acclaim Entertainment, Inc Glen Cove, NY 2001 – 2002

Chief Technology Officer

International premiere game publisher. (Company ceased operations in 2003.)

MaMaMedia, Inc New York, NY 1997 – 2000

V.P. Technology

Pioneering website for children based on learning principals developed at the MIT AI and Media Labs.

Medialab Paris, France 1992 - 1997

Director of Research and Development

Software developer and post-production studio specializing in computer animation, real-time animation, real-time simulation systems, and virtual reality systems for entertainment, sports, industry, and military applications.

New York Institute of Technology Computer Graphics Laboratory 1983 - 1987

Old Westbury, NY, USA

Member of Research Staff

Bell Telephone Laboratories Piscataway, NJ 1979 - 1983

Member of Technical Staff

EDUCATION

Massachusetts Institute of Technology, Cambridge, MA, USA

Ph.D. February 1992

MIT Media Lab, Computer Graphics and Animation Group

Thesis title: *Whole-hand Input*

Examines the full and direct use of the hand's capabilities for the control of computer simulations, computer animations, and teleoperated mechanisms.

Rutgers University, New Brunswick, NJ, USA

M.S. degree in Computer Science, June 1981

Concentrations in graphics interface and database design.

Developed interactive graphical systems for exploring infinite game mazes.

Massachusetts Institute of Technology, Cambridge, MA, USA

S.B. degree in Computer Science, June 1979

Concentration in film and graphics arts.

Specialty in computer graphics: Architecture Machine Group.

OTHER

Co-founder of the New York CTO Club (since 2000) and the Boston CTO Club (since 2010)

Volunteer instructor – TEALS (Technology Education and Literacy in Schools)

Mentor – Boston Tech Stars

Mentor – MIT Community Catalyst Leadership Program

Volunteer Adult Leader – Boy Scouts of America – Pack 77 and Troop 6