

Anders Stadum

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Skills and Experience related to:

- Project management, product life cycle, and information security.
- Methodologies: Agile development, Scrum, Incremental, Iterative, and Waterfall.
- Software management tools including Jira, Trello, and Microsoft Project.
- UX Skills: wireframe design prototyping, interviewing, behavioral requirements, and strategy.
- Nine years customer service; face-to-face and digital correspondence.
- Quality assurance; testing, analysis, and plan design.
- Marketing analytics; DFP, GTM, GA, A/B testing platforms, and a plethora of other tools.
- Exploiting SQLi, XSS, and cookie tampering vulnerabilities in web apps via manual testing, Burp Suite, and SQLmap.
- Extensive web development and OOP knowledge; PHP, MySQL, CSS, HTML, Javascript, Python, C, C++, and Java.
- Misc Skills: Usability testing, feature testing, requirements gathering, bug prioritization, process architecture and improvement.

Professional Experience:

PALO ALTO SOFTWARE - *Technical Project Manager - Spring 2015 - Current*

After my internship concluded, I was offered a full time role as a technical project manager where I undertook many of the responsibilities of our recently departed lead developer. This included scrum master duties, where I led estimation meetings, wrote technical requirements, prioritized bugs and high business value items. In addition, I took on the responsibility as the analytic “guru”, where I worked with the director of ecommerce and our COO to convert our in house advertisements to DFP, transition from Classical GA to Universal GA, and lots of numerical analysis.

PALO ALTO SOFTWARE - *Technical Project Manager Intern - Spring Term*

As a project manager intern, I was given **three ultimate goals: transition development tools from Trello to Jira, design an implementation that combines the existing structure with the robustness of Jira, and get QA involved with the process.** I restructured their current process so that all stakeholders funnel user story ideas through a singular person, who would then write structured story documents and task off technical stories to the lead developer. Once the stories had been written, an estimation meeting would happen between developers, QA, and the stakeholder liaison. As soon as the stories were pointed, stakeholders would prioritize them and the development process would kick off. Using Jira's reporting system, we were able to more accurately forecast future sprints resulting in a far more efficient development cycle.

UO INFORMATION SERVICES - *Assistant Project Manager Intern - Spring 2015 - Summer 2015*

As a representative of the Technology Service Desk, I worked as an assistant project manager to the director of project management within Information Services. My duties included participating in a committee that was responsible for **determining the proper tools and uses for assigning tasks, resource allocation, defining project scopes, and generating formal project management documentation.** In addition to working with committee, I assisted in managing a project to complete the implementation of a Campus Data Center, which included a high performance computing cluster. This comprised of communicating with project stakeholders, gathering information for resource estimation, and translating technical jargon into a high level of understanding for university leadership.

LIVEIN - Mobile Application: *Product / Project Manager - Winter 2015 - Intermittant*

In addition to my duties as a project manager, I assumed the role as a product manager where I contributed to the overall design and feature set of the application. LiveIn is a mobile application that turns completing household chores into a game. By using picture accountability for individual chores, users can see tangible evidence of chores getting completed. The app includes a few key features such as a newsfeed, before and after pictures for chores, and scoring system that encourages roommates to be more productive. For our most recent iteration, we have completely redesigned the app using material design and a minimalist feature set.

UNIVERSITY OF OREGON TECH DESK - *Tech Desk Consultant 2 - Summer 2014 - Spring 2015*

Provides real time technical support for current students, faculty, and staff through a variety of contact points including walk-ins, incoming calls, email, and web requests. Acts as second level support, responsible for technically difficult end-user requests, hardware/software specific items, and the coordination of resources to resolve customer issues, ensuring appropriate customer services levels are met. Contributes to the completion of specific programs and projects, including **executing training** for Technology Service Desk analysts on **specific technology issues; creating and maintaining training documentation.**

Extracurriculars:

UNIVERSITY OF OREGON SECURITY CLUB - *Operations Director / Participant - 2013 - 2015*

As the operations director of UOSec, I oversaw the coordination and communication between club leadership, faculty sponsors, and industry professionals. Most of my personal research is based red teaming, webapp penetration testing, and p-cap inspection. Topics in UOSec include reverse engineering, ELF binary exploitation, network penetration testing, x86 assembly analysis, and web application exploitation.

Education:

UNIVERSITY OF OREGON - *Eugene, OR - Bachelors of Science, Computer Science - 2011 - 2015*

With specializations in information security and software development, **my technical ability and extroverted communication skills provides for a deadly combination in bridging the gap between development and marketing.**