

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.
- Backend data structure implementations and algorithm design.
- 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.

Professional Experience:

UO INFORMATION SERVICES - *Assistant Project Manager*

Spring 2015 - Current

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.

PALO ALTO SOFTWARE - *Project Manager Intern*

Spring 2015 - Current

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. This was by no means an easy task for someone with minimal experience, however, I was up for the challenge. I initially began by trying to understand my team's current development cycle and identify potential pitfalls. Some of the core problems included lack of interdepartmental communication (between product teams and marketing teams), inaccurate representation of agile and scrum where the current process involved individually assigning tasks, and lastly a unmetered point estimation system (for estimating future sprints). After these problems were clarified with management, I set out on learning the ins and outs of Jira. At first glance, Jira can be a little daunting, but after a week or so of experimenting, I was able to create an instance parallel to management's expectations. All this being said, one tool isn't a fix all for these problems, so there was a need for a complete workflow rescaling. I designed a process where all stakeholders would funnel 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.

LIVEIN - Mobile Application: *Product / Project Manager*

Winter 2015 - Current

Acting primarily as the product/project manager of this mobile Android application, I aided in manifesting a customer's idea into a fully functional application. LiveIn helps to delegate chores amongst people living together using a point based round robin distribution technique. LiveIn is set to release on the Google Play Store summer 2015.

UNIVERSITY OF OREGON TECH DESK - *Tech Desk Consultant 2*

Summer 2014 - Current

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.

DROIDBOOK - Mobile Application: *Project Manager*

Winter 2015

As the project manager of Droidbook, I created user stories, release documents, milestones/schedule, and ultimately helped release Droidbook onto the Google Play Store. Droidbook is an Android application that creates up to five customizable address books, where you can store contacts with a plethora of information. Droidbook gives you the ability to call, text, or start navigation to an

address of a contact via Google maps. You can download Droidbook on different devices and sync your data with the cloud, providing you with an alternative address book solution.

DOWNTOWN ATHLETIC CLUB - *Manager / Banquet Server*

August 2009 - November 2013

Began employment as a locker room attendant. After a few months, took on a role in food & beverage; beginning with busing, dishwashing, and prep-cooking. Within a few weeks, was promoted to a banquet server and ended the duration of my employment as a club manager-on-duty where I assisted with club operations and membership sales as well as employee training and supervision.

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, web application 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.

LANE COMMUNITY COLLEGE - *Student Assistant Men's Basketball Coach*

2012 - 2013

One on one instructional coaching and mentoring with students from all across the United States. Designed drills, participated in team-building exercises, and overall performance training. Educated players on proper nutritional diets to maximize performance.

Education:

UNIVERSITY OF OREGON - *Eugene, OR - Bachelors of Science, Computer Science - Expected graduation: June 15th, 2015*

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.