Rabbit Stoddard

1564 Van Epps St Se, Atlanta, GA 30316 | (919) 599-7457 | lochinvar@gmail.com

Objective

A position in an Agile or Agile-Transitioning environment where I can develop my skills and work with a passionate, dedicated development team.

Skills & Abilities

MANAGEMENT

· Certified SAFe Advanced Scrum Master, Certified Agile Scrum Master

· Product/Project Ownership and requirements gathering, communication with technical and product teams

· Directed team of testers for fast-deployment marketing team; worked in leadership roles training groups of Account and Product managers in various roles on testing methodology and strategy, and requirements writing for technical teams

· Guided Agile transformation (Scrum and Kamban) and new Agile tool adoption in multiple roles across several industries.

TECHNICAL

· Code experience: HTML5/CSS, JavaScript, JQuery, Ruby, Node, React

· Project Management/Tracking Software: Atlassian Jira & Confluence Administration, Team Foundation Server & Test Manager, Trello, RedMine, Rally

· Software: CSS, Adobe Photoshop, InDesign, and Illustrator, Microsoft Office 365

· Github: https://github.com/Corbineau

Experience

SCRUM MASTER | MERCHANT E-SOLUTIONS | JULY 2016 – PRESENT

· Scrum Master for multiple teams using both Scum and Kanban

· Coordinated capacity, velocity, and relationships in-team and across teams.

· Assisted with Jira administration, coordinating with Rally for portfolio management.

· Assisted PMs/POs in requirements gathering, requirements structure, team advocacy, and other needs.

· Implemented Agile processes to fit the individual teams, based on team maturity, nature of work, and other considerations.

SOLUTIONS ENGAGEMENT MANAGER | INNOVATIVE ARCHITECTS | APRIL 2014 – MARCH 2016

· Consultant with multiple clients across numerous industries

· designed/implemented processes, client interaction and communications, relationship management, process direction, requirements gathering, customer training, and problem-solving solutions.

· Analyzed resource and forecasting data for multiple clients and statements of work

· Provided insight on resource effectiveness and allocation

QA ANALYST | CONTACTOLOGY | MAY 2013-MARCH 2014

· Lead/Sole tester on PHP based email marketing application, integrated with support team, and working closely with development and marketing teams.

· Gathered and defined robust requirements for user stories

· Communicated high priority support issues between developers and tier 1 support, as well as normal sprint work.

- Developed and implemented testing strategy for API and Application functionality
- Administered Jira implementation and assisted in Kanban Agile implementation.

QA Tester | Zenergy Technologies | January 2013-May 2013

- Tested multiple mobile-optimized websites & iPad applications at design firm servicing pharmaceutical companies and products as a part of a small QA team.
- Gathered and defined robust requirements for user stories in Kanban Agile environment
- Implemented/administered on demand Jira implementation.

QA Tester | Centerline Digital | April 2012 – December 2012

- Lead/Sole tester for digital design agency
- Developed and implemented test strategy for interactive projects including web apps, desktop apps, video players, mobile apps, and websites.
- Trained and directed team of 10 Account Managers on story writing, user acceptance testing, and Agile methodologies (Scrum overview and Kanban implementation.
- Provided input on timelines, resources, and forecasting for multi-project statements of work.

QA Lead | iContact | August 2010– April 2012

- Lead tester for fast-paced, AGILE team in marketing development, as well as content team, using both Scrum and Kanban.
- Directly led small team of testers on manual and automated testing work
- Developed testing methodology for php based marketing site, ensured timely testing and deploys for twice-weekly deploy schedule.
- Assisted in integrating third party applications with website, including liveball, google analytics, marketo, and others.
- Acted as liaison between multiple teams of developers, content designers, and testers.

QA Tester | Playdom | April 2010 – June 2010

- Found and resolved bugs for pre & post-launch Social Media games, Casual Media games Blood Oath and Masquerade Mysteries Mac.
- Preformed Benchmarking tests for numerous social media games in Kanban Agile environment.

QA Tester | Fallen Earth | June 2008 – March 2010

- Lead tester for Scrum Agile implementation
- Created, edited, and implemented comprehensive test plans
- Scrum Master for multi-departmental sprints
- Coordinated group testing including community-wide tests with live players and GMs.
- Led new and developing testers in learning the systems and best practices.
- Found and resolved bugs for pre- & post-launch MMORPG Fallen Earth and iphone game Dexter

Additional Information

LINKEDIN: https://www.linkedin.com/in/rabbitseagraves
REFERENCES: Available upon request
GITHUB: https://github.com/Corbineau