**Louis Casillas, PMP, CSM**

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**OBJECTIVE**

* I would love to be able to find a role as a dedicated remote Scrum Master.

**UNIQUE VALUE**

* I have a strong technical background as I have been programming and using Linux for 20+ years. My background allows me to easily communicate with Developers and quickly learn any new technologies so I can provide advice and suggestions.
* I’ve given live trainings in front of 100s of people and world-wide live trainings in front of 1,000s. I have also given presentations in front of many CEOs, a few Senators, and once even the Vice President of India.

**PROFESSIONAL FEEDBACK (more on request)**

* “Louis goes above and beyond providing ways to improve overall efficiency. He provides detailed data to support the need for his suggested improvements all the while maintaining professionalism and courtesy with all fellow teammates.” - Jenn L.
* “I want to thank Louis for his accountability, drive for bettering all production and basically bringing a new vigor to the team. I truly hope that Louis' work ethic rapidly spreads through the org like wild fire! Thanks Louis for all you do and with a smile on your face.” - Steven M.

**WORK EXPERIENCE**

**LCE, LTD Project Manager / Scrum Master**

Multiple Locations (02/2015 – Present)

* Working as a freelance/consultant Project Manager and usually working as the Scrum Master.
* Providing overviews of Scrum and Agile and showing how they can increase development efficiency and help companies hit the market first.

**Example Projects:**

* Children’s Exercise Game
  + **Budget:** ~$4 Million, Duration: 24 months, Team Size: 8 on-shore (4 local, 4 remote), 6 off-shore in India, Methodology: Agile+Scrum
  + **Summary:** Led development and design teams in working on and completing an exercise game geared towards children. I was brought in after a previous company delivered undesirable results and my role was to salvage and re-build as necessary. After initial project planning and negotiation, I was given the team and we began working in two week sprints. For two years my teams never missed a deliverable.
  + **Result:** My client was kept happy and the game was completed and released on-time. The game received very good reviews and wide usage through many school systems.
* Backend Migration
  + **Budget:** ~$2 Million, Duration: 12 months, Team Size: 10 on-shore (all local), Methodology: Agile+Scrum
  + **Summary:** Led a project in migrating one of a major insurance provider’s back-ends to a more modernized solution. The project was made more difficult as anyone with deep understanding of the systems had left or been let go and virtually no documentation existed. I was given a team of relatively junior developers but through team building and training we ramped up quickly. I was not involved in the initial project planning and we were given a strict 12 month deadline. I saw some areas where I thought automation could help us and I wrote some test scripts to show a proof of concept. My team ran with the automation and the results were incredible.
  + **Result:** We were able to complete the project 4 months early and ~35% under budget.
* DevOps Monitoring Overhaul
  + **Budget:** ~$5+ Million, Duration: 16 months, Team Size: ~28, 18 on-shore (15 local, 3 remote), 10 off-shore in Taiwan, Methodology: Hybrid+Kanban
  + **Summary:** Initially brought in to review a DevOps monitoring system that was throwing more than 10,000 alerts per day and was unusable. Developed a plan to completely overhaul the existing monitoring system and was given funding. My teams worked very hard and we finished the majority of the work after 10 months and we were able to slowly transition tasks to Operations and build a strong framework of documentation, best practices, and runbook automation.
  + **Result:**
    - The overhaul received many accolades and greatly reduced stress in Operations teams.
    - One of the monitoring systems we created caught a bug in old code that was estimated to be losing the company $1 million in potential sales per day.

**Yahoo!**  **Project Manager / Scrum Master**

Sunnyvale, California (04/2013-02/2015)

* Lead multiple DevOps projects (Hybrid methodology) which allowed the SE level to pass off around ~80% of their workload to lower tier Operations saving ~$3.5 million/year from the SE budget.
* Frequently gave world-wide training to Yahoo employees as a recognized expert on many in-house tools and Linux trainer.

**LCE, LTD Consultant**

Shanghai, China and Phoenix, Arizona (09/2011 – 04/2013)

* Founded and ran startup LCE, LTD which dealt with optimization of Linux web servers.
* Gave training on how open source technologies can improve existing technology stacks.

**TCS Project Manager / Scrum Master**

Cincinnati, Ohio (08/2009 – 08/2011)

* Joined as a founding member of the first American TCS center and built the center PMO from the ground-up.
* Worked as both Project Manager and Scrum Master for multiple multi-national multi-million dollar projects for various clients.

**EDUCATION**

* B.S. in Computer Science, Arizona State University

**CERTIFICATIONS**

* PMP (Project Management Professional)
* CSM (Certified Scrum Master)
* LPIC-1 (Linux Professional Institute Certification)
* CLA (Novell Certified Linux Administrator)

**TECHNICAL EXPERIENCE**

**Methodologies** Waterfall, Agile, Scrum, SAFe, LeSS

**Languages** Python, BASH, C, PHP, Perl, Java, JavaScript, HTML/CSS, Kotlin

**Software** Git, Subversion, Bugzilla, Jira, Trello, Confluence, Microsoft Project, ServiceNow, Visio, Jenkins, Chef, Docker, Splunk, nagios, nginx, Apache, MySQL, MongoDB

**Systems** Linux (Arch, Red Hat, Debian-based), Windows, FreeBSD

**OPEN SOURCE PROJECTS**

* **MComix** – A comic book viewing program
* **ToastX** – A unit testing framework used with CodeIgniter.
* **GPicView** – An image viewing program
* **WDPCI** –Wii Dance Pad Computer Interaction

**PROFESSIONAL MEMBERSHIPS**

* Project Management Institute
* The Linux Foundation
* Ubuntu and Fedora Testing Team

**HOBBIES**

* Ocean Kayaking.
* Volunteering with Habitat for Humanity and the Humane Society.
* Currently learning mobile development and creating an exercise-based RPG game.