**Louis Casillas, PMP, CSM**

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Location: Biloxi, Mississippi

**UNIQUE VALUE**

* I have been both programming and administrating Linux for 20+ years and I have a degree in computer science. I am able to provide technical training and advice as well as summarize and simplify technical information for upper level reporting.
* In my career I have usually been brought into companies when projects are not going well or a team is brand new with no guidelines and through understanding and dedication I have always led my teams to success. I’ve learned how to quickly assess team members and stakeholders and always strive to build a culture of success.

**PROFESSIONAL FEEDBACK (more on request)**

* “Louis is a model project manager...” - Harmon K.
* “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**

**Self Project Manager Consultant**

Multiple Locations (02/2015 – Present)

* Traveled and lived in different countries and states as a PM consultant, working in software development and DevOps, often wearing many hats as necessary to accomplish project goals.

**Example Projects:**

* Children’s Exercise Game
  + Budget: ~$4 Million, Duration: 24 months, Team Size: 8 on-shore (4 local, 4 remote), 6 off-shore, 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 what was possible and re-build the game as necessary. After initial project planning and negotiation I was given the team and we began working in two week sprints for two years and my teams did not once miss a deliverable. My client was always happy with the team’s output and over two years, that I recall, there was only one issue over a misunderstanding about the desired color of a button. Once the game was completed and released it received very good reviews and only needed minimal bug fixes.
* Backend Migration
  + Budget: ~$2 Million, Duration: 8 months, Team Size: 10 on-shore (all local), Methodology: Agile+Scrum
  + Summary: Led a project in migrating a major insurance provider’s backend 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 we were able to complete the project 4 months early.
* DevOps Monitoring Overhaul
  + Budget: ~$5+ Million, Duration: 12 months, Team Size: ~28, 18 on-shore (15 local, 3 remote), 10 off-shore in Taiwan, Methodology: Hybrid
  + 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 monitoring solution to make it usable and provide actionable insight and was given funding. At first I was given an almost unlimited budget and given the requested team members however the company began going through a takeover and many of my team were let go. However, through lots of hard work we still managed to complete the project on time and provided immeasurable value to the company. The value is hard to precisely measure but I know of one monitoring system we created that caught a long-term bug in old code that was estimated to be losing the company $1 million per day.

**Yahoo!**  **SE then Project Manager (DevOps)**

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

* Managed multiple code-bases and 8,000+ servers for 8 different software development teams.
* After 6 months I was promoted internally to Project Manager and lead multiple DevOps projects which allowed the SE level to pass off around ~80% of their workload to lower tier operations saving approximately $3 million/year in operations costs.
* Frequently gave world-wide training to Yahoo employees as a recognized expert on many in-house tools.

**LCE, LTD System Admin / LAMP Developer**

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

* Founded and ran startup LCE, LTD which primarily dealt with online consumer applications and websites running on Linux servers.
* Performed consulting work dealing with business infrastructure and how open source technologies can improve existing technology stacks.

**TCS Project Manager**

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.
* Managed multi-national (60+ developers) teams on multi-million dollar projects for various clients.
* Turned a Proof of Concept with 5 on-shore and 8 off-shore developers into a multi-year contract worth a net of over $3 million/year with 15 on-shore and 36 off-shore developers.

**EDUCATION**

* B.S. in Computer Science, Arizona State University, Graduated: December 2008

**CERTIFICATIONS**

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

**TECHNICAL EXPERIENCE**

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

**Software** Git, Subversion, Bugzilla, Jira, Trello, 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.