

Douglas Mansell

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Skills and Qualifications

Languages (*in order of familiarity*): Java, JavaScript, HTML5 / CSS3, C++, C#

APIs / Frameworks: Android, .NET 4.6.1, OpenGL, JQuery, *familiar with*: Angular, WebGL, Three.js, Unity 5.x, Visual Studio 2015

Tools: Android Studio, Eclipse, JIRA, Slack, Photoshop CC 2015, MS Office Suite, Github, SourceTree, Perforce, *familiar with*: Microsoft Project

Miscellaneous: Scrum Master Certified, DevOps Training, Object Oriented Programming, Agile, Veteran (USCG), USA & United Kingdom Citizen, *familiar with*: Continuous integration, continuous deployment, release management

Work Experience

ARCOS, Inc. – Columbus, OH

December 2016 – Present

Software Development Manager

- Product manager / scrum master for multi-million dollar implementation project, involving software and user flow changes to adapt current applications to requirements of client. User stories, flow diagrams, business requirements, success criteria, etc.
- Scrum Master for 6 projects, including new development in-house and implementations of current applications to new customers.
- Lead for yearly SOC2 Audit.
- Lead for quarterly maintenance and execution of Disaster Recovery plan and testing.
- Bullet pointed responsibilities (not an exhaustive list):
 - o Continuous review of current process, suggest and implement new process improvements as necessary. Includes moving to Scrum / Agile methodology, and consideration of DevOps.
 - o Manage monthly sprints for development teams. Rank project tasks by priority and effort, work with dev team to ensure timely and proper delivery. Determine tech requirements of and solutions for client requests.
 - o Bridge between Professional Services (client-facing department) and Engineering for monthly releases, updates to programs, etc.
 - o Daily defect and new item triage.
 - o Documentation and wiki / confluence maintenance as necessary.

MAGIC Spell Studios – Rochester, NY

January 2016 – May 2016

Associate Producer

- Ran team in development of DelVR - Webapp that utilizes WebGL to allow desktop users to make dungeons in a 2D, table-top, pen and paper style, and then view them in 3D virtual reality using their mobile devices.
- Responsibilities: Plan, begin, monitor and report on week long sprints. Plan future milestones, and determine features required. Meet with team leads to identify requirements and potential road blocks. Hold meetings and take notes. QA developer branches to ensure function for task complete. QA to find bugs and report them. Provide sprint status updates to executives.

US Coast Guard (Active Duty and Reserve) – Boston, MA, Buffalo, NY

July 2010 – May 2015

Lieutenant – Chief, Reserve Logistics Department

- Oversight of medical and administrative readiness for all reserve Sector Personnel. Oversight and responsibility for reserve Armory and Engineering departments. In command of 9 reserve personnel.

Lieutenant Junior Grade – Chief, Facilities and Pollution Response Branch

- Oversight of facility and cargo container inspections for regulatory compliance, and pollution response efforts when spills occurred. In command of 9 active duty members. **Collateral duties**: Command Center duty for search and rescue, Coordinating and scheduling of monthly training for Prevention Department (approx. 50 members).

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Projects Outside Work

HEXES!! – Party Card Game – Team Lead / Project Manager September 2015 – June 2016

- A card game with hexes that have rules you must follow if you receive one, and defense cards to protect you from them. Submitted to Hasbro's game competition and selected as top 5 out of over 500 submissions.
- Team lead for coordination with Hasbro and Indiegogo points of contact, meeting and interview scheduling, and any other communication / management necessary.
- Successfully crowd funded on Indiegogo on Dec 1, 2015, raising over \$7000. HEXES!! to be published, manufactured, and distributed by Hasbro as licensed product, with worldwide distribution by 2017.

Battle Brothers Character Stats Analysis – Numbers Nerd September 2015 – June 2016

- A spreadsheet analysis of characters in the game Battle Brothers. Took a large data set of characters statistics, and pulled median, average, and mode data points. Additionally, the total statistic points were added together to identify characters that have the "best" stats in the game.
- Why? Because it was fun to do, and data is fun to look at.

Education

Rochester Institute of Technology – Rochester, NY August 2013 – May 2016

BS in Game Design and Development GPA of 3.81

SUNY Maritime College – Bronx, NY August 2006 – September 2009

BS in Marine Transportation (Business) GPA of 3.24