

Angela Wilson Riggs | Quality Advocate

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Experience

Quality Assurance Engineer

Metal Toad • March 2016 - Present

I own quality assurance for three Agile teams. My responsibilities include accessibility testing, technical documentation, requirements reviews, and overseeing continuous delivery practices. During feature testing of project work, I advocate for improved client and user experiences, and balance client needs against various quality attributes. I also focus on DX (developer experience) by creating flexible processes and workflows for my teams and our engineering department.

Developer Internship

Metal Toad • September 2015 - March 2016

During my internship at Metal Toad, I went well above and beyond the role of a typical intern. My accomplishments included:

- Development work for Drupal 7, Drupal 8, and Swift projects.
 - Creating a security update script for internal use with Node and AWS.
 - Detailed admin documentation for clients' use and training.
 - Strengthening the Metal Toad QA process by comparing and analyzing project workflows.
- (Yes, I got the job!)

Education

Portland Code School

Full-Stack JavaScript Immersion • May 2015 - July 2015

In an intensive 3-month program, I learned to build full-stack JavaScript-based web apps. Using pair programming and independent with group projects, I rapidly built a solid development foundation.

University of Central Florida

Bachelor of Science: Elementary Education • September 2011 - May 2013

Skills

Acceptance Testing	Git / Github	Bash	AWS
Continuous Delivery	A11y Testing	Agile Scrum	Behavioral Testing
Software Quality Assurance	Regression Testing	Change Management	iOS / Android Testing

Additional Work Experience

Scrum Master

Metal Toad • August 2017 - September 2017

In addition to my role as a QA Engineer, I took on the role of Scrum Master for my team while we were transitioning between Agile Project Managers. My responsibilities included:

- Ensuring projects and people have what they need to be successful.
- Removing development impediments in order to increase productivity and ship completed work.
- Coordinating between teams to recognize, reduce, and solve dependencies.
- Facilitating communication between product owners and developer team.

Lead Teacher

Peninsula Children's Learning Center • August 2013 - May 2015

I created and taught curriculum for student cohort of 3-5 year-olds; communicated with parents, ranging from daily summaries to planning short- and long-term goals for their children's progress; and focused on building social-emotional skills and academic development through play-based learning. Additional responsibilities included working with administration team to implement practices in alignment with Oregon state standards; setting goals for changing and strengthening current practices according to a rigorous timeline; and working to document all standards once they met with state's requirements.

Publications & Talks

- **BackstopJS Part Deux: Javascript Config & Makefile**

<https://www.metaltoad.com/blog/backstopjs-part-deux-javascript-config-and-makefile>

- **Accept Acceptance Testing (No Exceptions)**

<https://speakerdeck.com/angelariggs/accept-acceptance-testing-no-exceptions>

- **Mathys + Potestio: Tweeting for Understanding & Community**

<http://mathys-potestio.com/a-developer-tweets-to-build-community-and-understanding/>