

Daniel Kingdon

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Portfolio

www.danielkingdon.com

Tools

- HTML 5
- Javascript
- Angular.js
- JSON
- MongoDB
- Express
- Github/Git
- CSS 3
- Ruby/Rails
- Node.js
- APIs
- Mongoose
- PostgreSQL
- Rspec

Product Development Skills

- Certified Scrum Master
- Project Planning
- Resource Management
- Cross Discipline Collaboration
- Project Scope Management
- Project Management
- Waterfall Development
- Agile/Scrum Development
- Risk Management
- Process Improvement
- Project Management Tools
- Jira Task Management
- Team Motivation
- Mobile Development

Front End Web Developer

Front End web developer with over sixteen years of product development experience. Recently completed an intensive, fully immersive web development bootcamp that focused on building full stack MEAN and Ruby on Rails web applications.

Projects

Growth Academy: An early learning application targeted towards Pre-K and Kindergarten children, teaching and reinforcing a variety of skills through repetition.

- Technologies: Angular.js, Express, MongoDB, Node.js, and Bootstrap
- Site: <https://growthacademy.herokuapp.com>
- Github: <https://github.com/dkingdon/Growth-Academy>

Game Break: A game hub consisting of three mini games. Single page Angular app with a bootstrap style responsive design meant to be played on both web and mobile platforms.

- Technologies: Angular.js, Express, Node.js, MongoDB, and Bootstrap
- Site: <https://game-break.herokuapp.com>
- Github: https://github.com/dkingdon/game_break

Bay Area Trail Finder: An application designed to help mountain bike riders new to the SF Bay area find trails to ride based on their skill level utilizing Google Maps API. Fully CRUD-able Express API adhering to RESTful Routing standards

- Technologies: Angular.js, Node.js, MongoDB,
- Site: <https://game-break.herokuapp.com>
- Github: https://github.com/dkingdon/game_break

Product Development Experience

- **Sr. Project Manager / QA Manager / Jira Admin** | Change.org. San Francisco, CA – 1/2015 to 9/2016
 - Planned, executed, tested, releases, optimized, and maintained a variety of projects using Agile development framework.
 - Responsible for creating and developing the QA organization.
- **Sr. Project Manager** | Zynga Inc. San Francisco, CA – 1/2011 to 8/2014
 - Responsible for the entirety of the live Poker game, overseeing the production of new features, bug fixes, game optimizations, and maintenance.
- **Project Manager** | Zynga Inc. San Francisco, CA – 6/2010 to 1/2011
 - Planned, monitored, and executed new feature and optimizations.
- **Release Manager** | Zynga Inc. San Francisco, CA – 1/2010 to 6/2010
 - Responsible for creating and documenting a release strategy as well as monitoring and ensuring the quality of each release, continually providing stakeholders with detailed metric based reports.
- **Sr. Lead QA Analyst** | Zynga Inc. San Francisco, CA – 10/2008 to 1/2010
 - Managed the leads of my projects to ensure they are providing the absolute best QA to their development teams.