

Daniel Kingdon

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Full Stack Web Developer

I am a Full Stack Web Developer with a lengthy background in Project Management and Quality Assurance. I am well versed in the in and outs of product development at all stages, from concept to completion, and every stage in between.

As a senior level project manager, time management, scheduling, budget, cost, deliverability, and communication are of the upmost importance to me. As a management level quality assurance engineer, building a rock-solid product using test driven development is hard coded in my DNA.

Working closely with engineers of all levels throughout my career fostered a respect and curiosity for their discipline. This curiosity along with my life long goal of consistent growth and hunger for knowledge, ultimately led me to fully commit myself to learning the ins and outs of engineering.

I am in my final weeks of a fully immersive web development bootcamp where I have absolutely fallen in love with writing code. I am looking for an opportunity that can leverage my past experiences as well as challenge me in every way.

I have an eye for identifying bottlenecks and areas of improvement in my personal workflow as well as the team's/company's processes, and have a lot of fun finding solutions to remedy them. I encourage metric driven solutions whenever possible but have fun with team driven brainstorm sessions.

Skills

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|--------------|--------------------------|---------------------------|
| • HTML 5 | • Ruby | • MySQL |
| • CSS 3 | • Ruby on Rails | • APIs |
| • Javascript | • Express | • bcript (rails) |
| • jQuery | • MongoDB | • Rspec |
| • Node.js | • JSON | • Capybara w/selenium |
| • AJAX | • Certified Scrum Master | • Project Management |
| • Github/Git | • PostgreSQL | • Agile/Scrum Development |
| • Angular.js | • Mongoose | |
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Work Experience

Sr. Project Manager / Jira Admin | Change.org. San Francisco, CA – 1/2016 to 9/2016

- Focused the majority of the time on the Revenue team while providing high level coaching support for the remainder of the product development teams.
- Spearheaded the timely execution of all Scrums, Scrum of Scrums, Prioritization meetings, Backlog grooming, Sprint Planning, Retrospectives, cross team collaboration and communication.
- Managed the Pull Request/Code Review process in github, fast tracking the review process in order to limit the bottleneck it caused.
- Consistently worked with members of the product team to create, maintain, and modify feature/product roadmaps, as well as communicated any changes to stakeholders.
- Projects:
 - Crowd Funding Product, CRM Integrations for Customers, Implementing Google DoubleClick for Publishers (DFP), Complete Redesign of Promoted Petitions Product, Complete redesign of Subscriptions Product, and assisted in the move from backspace to AWS.
- Jira Administrator: Supported the entire company with all Jira needs. Created new user accounts, creating and maintaining rapid Agile and Kanban boards, creating and modifying custom issue types and workflows to best suite the teams needs.
- Continuously conducted both individual and group training, while maintaining comprehensive usage and best practice documentation.

Sr. Project Manager / QA Manager / Jira Admin | Change.org. San Francisco, CA – 1/2015 to 12/2015

- Project Manager: Reviewed current agile product development processes and practices, coaching teams to better utilize the agile framework and artifacts in order to optimize output. Stepped in for more hands-on coaching and guidance when necessary.

- QA Manager: Responsible for creating and developing the QA organization – Hired resources, developed a QA process to best suit the needs of each team, analyzing and implementing tools for defect tracking, test case management, and automation.

Sr. Project Manager (Poker, Frontierville, Castleville) | 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.
- Worked with multiple cross discipline teams, ensuring scope, milestones, expectations, and outcomes are well understood and executed on.
- Managed two direct reports as they plan and execute project sprints as well as evaluate performance and coach them toward achieving their career goals.
- Managed and maintained feature pipeline and roadmap ensuring visibility six to eight weeks out.
- Recorded Key Performance Metrics of the team to identify and remedy inefficiencies.
- Spearheaded the anti-fraud initiative on the Poker team. Working with a team of engineers, security team, risk team, product management, and legal team to identify fraudulent behavior, evaluate impact, and remedy any potential issues before they become detrimental to the business.

Project Manager (Frontierville) | Zynga Inc. San Francisco, CA – 6/2010 to 1/2011

- Managed two full project development teams through the entirety of two quarters.
- Planned, monitored, and executed feature sprints ranging from 3 days to 3 weeks.
- Created and maintained detailed process documentation.
- Responsible for the relationship between QA and the production team, evaluating process and performance while suggesting ways to improve productivity and performance.

Release Manager (Frontierville) | Zynga Inc. San Francisco, CA – 1/2010 to 6/2010

- Defined the role of the Release Manager on the team and in the company.
- 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.
- Daily responsibilities included pushing all code live, monitoring splunk logs, working with the operations team to identify any post release issues, organizing and executing any hotfixes or post release fixes, documenting all processes and metrics.
- Provided training classes for Release Managers in the company to share best practices and lessons learned with the goal of unifying the processes.

Sr. Lead QA Analyst / Test Manager | Zynga Inc. San Francisco, CA – 10/2008 to 1/2010

- Contributed a key part in the building and development of the Zynga QA department.
- Interviewed, evaluated, hired, and trained a good majority of the QA team as well as worked with direct reports to ensure they reach their professional goals within the company.
- Worked hand in hand with development teams to design, enforce, and update release processes. Created, evaluated, maintained, and executed a variety of test plans/test cases (Full Regression, Smoke tests, Build verification tests, and New Feature test plans).
- Managed the leads of my projects to ensure they are providing the absolute best QA to their development teams. Serve as the point person between my QA teams and upper management, keeping upper management up to date and informed regarding everything occurring on the projects using a variety of detailed reports.
- Designed many of the currently used reports and reporting processes such as, Release Reports, Weekly Reports, Monthly Reports, Quarterly Metrics reports, and Employee Evaluation Reports.
- Constantly evaluated processes and staff in order to identify and remedy any issues that need attention.
- Managed all of the outsource QA teams, in both Baltimore and India (QA Team, Regression Team, and App Monitoring Team)

Contract QA Analyst | Sony, Sega, 3DO – 9/1999 to 10/2008

Sony Computer Entertainment America

- 2/2008 – 10/2008 Multimedia Dept.
- 3/2007 – 5/2007 Multimedia Dept.
- 9/2004 – 11/2005 Multimedia Dept.
- 4/2003 – 4/2004 First Party Dept.
- 10/2001 – 10/2002 First Party Dept.
- 3/2000 – 3/2001 First Party Dept.

Sega of America

- 3/2001 – 10/2001
- 3/2006 – 9/2006

The 3DO Company

- 9/1999 – 3/2000

