Daniel Kingdon

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Full Stack Web Developer

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.

Currently completing the final weeks of a fully immersive web development bootcamp and building full MEAN stack and Ruby on Rails applications.

Skills

- HTML 5
- CSS 3
- Javascript
- Node.js
- Active Record
- Github/Git
- Angular.js

- Ruby
- Ruby on Rails
- Express
- MongoDB
- JSON
- PostgreSQL
- Mongoose

- MySQL
- APIs
- bcrypt (rails)
- Rspec
- Capybara w/selenium
- Project Management
- Certified Scrum Master

Work Experience

Full Stack Engineering Bootcamp Student | General Assembly. San Francisco, CA – 10/2016 to Current
- Portfolio: https://dkingdon.github.io
- Built multiple MEAN and MEN stack applications
- Built multiple Ruby on Rails applications
- Worked with external APIs and built APIs adhering to RESTful routing standards
- Worked on projects individually as well as with team of two to four people
- Projects:
  - Game Break - A single page game hub consisting of three mini games
    - Responsibilities: Created 100% of the app myself
    - Technologies: AJAX, jQuery, Angular, Bootstrap, Express, MongoDB, Node
    - Site: peaceful-retreat-83581.herokuapp.com/ * Github: github.com/dkingdon/game_break
  - Bay Area Trail Finder - Application designed to help mountain bike riders find trails based on their skill level
    - Responsibilities: Pair programmed the routes, Created the entire front end and admin view, and routing. Owned versioning control and solved all merge conflicts and complications
    - Technologies: Google Maps API. Express API adhering to RESTful Routes standards, using Handlebars for templating. All supported with a MongoDB database using Mongoose.
    - Site: cryptic-springs-83612.herokuapp.com/ * Github: github.com/dkingdon/project-01

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 an 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 an 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 of 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)