

EXPERIENCE

KIOSK *Novato, CA*

FRONT-END WEB DEVELOPER & PROJECT LEAD

Nov 2018 - Present

I build dynamic websites and display assets for campaigns and brands, often integrating with third-party APIs for special features. I'm responsible for making my sites accessible and performant. I also conduct analytics audits and implement analytics setups for all of our clients.

Community Psychiatry

Supports access to mental health care in the Bay Area, integrating with Google Maps API and AJAX to connect people with doctors.

Disney Sorcerer's Arena

Connects players and keeps them updated on game events and developments, on the web and in-game.

Novato Tomorrow

An online version of the City of Novato's General Plan. Chapters, goals, and policies are all related and easily navigable.

PRODUCTION DIRECTOR

PROJECT MANAGER

British Benevolent Society, Glu Mobile, Homeward Bound of Marin, et al.

Nov 2016 - Nov 2018

Nov 2014 - Nov 2016

I championed and optimized production pipeline processes, improving product quality and ensuring smooth deployments. This helped our team deliver high quality websites and creative in a fast-paced agency environment.

INDEPENDENT *San Francisco, CA*

FREELANCE WEB DESIGNER AND DEVELOPER

May 2014 - Present

quentinthomasassociates.com

Photography-focused brochure website showcasing the work of a small architectural lighting firm.

jerrytron.com

Website for an individual that demonstrates a diverse creative portfolio and encourages leads.

POPCAP GAMES *San Francisco, CA*

ASSOCIATE PRODUCER *Plants vs. Zombies Adventures*

Oct 2012 - Oct 2013

I collaborated with project stakeholders, production, creative, and QA staff to prioritize feature backlogs. I then supervised the workflow and status of those tasks using agile tools such as scrums, estimations, and burndowns.

ELECTRIFIED GAMES *San Rafael, CA*

ASSOCIATE PRODUCER *Kaijudo: Battle Game, Kaijudo Online, Pokémon TCG Online*

Oct 2010 - Oct 2012

I planned monthly milestones and launch schedules, including our clients in the process via regular calls, visits, and thorough documentation. This included day-to-day coordination of tasks for engineers, designers, and QA.

SCHELL GAMES

Pittsburgh, PA

INTERN PRODUCER

Jan 2010 - May 2010

EA PANDEMIC STUDIOS

Los Angeles, CA

INTERN PRODUCER

May 2009 - Aug 2009

TOYOTA TECHNICAL CENTER

Ann Arbor, MI

CAD TECHNICIAN

Jul 2006 - Jul 2008

EDUCATION

CARNEGIE MELLON UNIVERSITY

Pittsburgh, PA

Master of Entertainment Technology

2010

CENTRAL MICHIGAN UNIVERSITY

Mt. Pleasant, MI

B.S. Mechanical Engineering Technology, *cum laude*

2006

CERTIFICATIONS

GOOGLE ANALYTICS

Individual Qualification

Mar 2017 - Present

SKILLS

WEB TECHNOLOGIES

HTML5, CSS3, php
Javascript, jQuery
Sass, Gulp, git
Google Analytics, Tag Manager
Google Data Studio

CREATIVE

Photoshop, Illustrator
Lightroom, Premiere
Google Web Designer

CMS / CRM

WordPress, Shopify
Hubspot, MailChimp
Salesforce

PRODUCTIVITY

Perforce, Github
Harvest, Harvest Forecast
Airtable, JIRA, Fogbugz
Teamweek, FreeAgent
Microsoft Office, Google Apps