**NAOMI AUGUSTINE**  
17600 Bromley Street, Encino CA 91316, 818-606-4631, [Namtopia@gmail.com](mailto:Namtopia@gmail.com)

**PRODUCTION AND PROJECT MANGEMENT**

* 5 Years of Project Management
* 2 Years of Video Game Production
* Video Game Development Pipeline
* Data and Behavior Driven Development
* Research, Analysis, and Problem Solving
* Lean Development
* Agile Scrum and Kanban Practices
* Lean Six Sigma Specialist Certification
* JIRA, QMetry, Accurev, Perforce, Hansoft
* MS Excel, Word, Powerpoint, Project, Visio

**EDUCATION**

**University of California, Berkeley 2007**

Bachelors of Arts, Physics

Minor, Electrical Engineering

**PROFESSIONAL HISTORY**

**RIOT GAMES, Santa Monica, CA 2010 - Present**

**Producer, Development Efficiency (2011-Present)**

Lead producer for the Internal Development Services Department responsible for all development efficiency initiatives that allow the company to release content for *League of Legends* every 2 weeks.

* Researched the Continuous Delivery model and performed a gap analysis of Riot’s current pipeline in order to identify bottlenecks and areas of critical need
* Created and managed multiple teams as product owner, and provided vision and objectives to focus team members in an Agile Scrum and Kanban environment
* Improved the development pipeline in multiple areas such as the stability of internal environments, 400% increase in build speeds, and faster more reliable testing and deploys through automation
* Collaborated with project leads to create international launch strategies for 10+ regions
* Responded quickly to the company’s rapid rate of growth by providing infrastructure scaling solutions through creation of tools and training workshops for staff
* Worked closely with departments in multiple disciplines such as Engineering, Design, Art, and QA in order to effectively ship new features globally on a regular cadence

**Quality Assurance Engineer (2010-2011)**

* Introduced and created an automated acceptance testing framework in Python and C# that increased the efficiency of the build verification process and reduced QA bandwidth
* Functioned as the lead QA for the game launcher, front end and platform features, and in-game feature performance testing for new maps and visual upgrades
* Built and managed the compatibility and performance laboratory to support OS, video card, and hardware testing for new features and code optimizations

**Beta Tester (2009)**

* Playtested League of Legends in its early stages and provided bug and design feedback directly to developers
* Became heavily involved with the League of Legends and PC gaming community to promote the game and increase player engagement

*Recipient of the Riot Culture Award - For research and application of pairwise techniques to reduce the number of release test cases by 80%*

**RAYTHEON SPACE AND AIRBORNE SYSTEMS, El Segundo, CA 2007-2010**

***Engineering Project Manager***

1 of 5 Radiation Effects Engineers in the Component Engineering Department assigned to several space programs as the subject matter expert and technical project manager. Major launched satellites include NASA’s *VIIRS* and *APS Glory*.

* Managed semiconductor and parts qualification for multiple space programs, ensuring that all components going into assembly were tested, approved, and completed on schedule
* Implemented Six Sigma practices to identify and eliminate waste in the program life cycle, saving Engineering time and resources
* Performed extensive requirements gathering by researching radiation levels of specific orbits and working with SME’s from other departments
* Gathered and reviewed test data and presented results to stakeholders
* Acted as a technical decision maker and successfully accelerated the delivery of programs that were behind schedule

*Recipient of the Component Engineering Team Award - For providing risk analysis and utilizing effective teamwork during the critical phases of the K2 Program*

**BLIZZARD GAME EXPERIENCE**

* Warcraft 3 Reign of Chaos & Frozen Throne: *Favorite race - Orcs*
* Diablo 1 & 2, Lord of Destruction: *Favorite class –Assassin*
* Starcraft 1 & 2, Brood War: *Favorite race - Protoss*
* World of Warcraft, All Expansions: *Main – 85 Tauren Druid Horde PvP*
* WC3 World Editor and SC2 Galaxy Editor: Created tower defense, co-op base defense, and custom melee maps