
SUMMARY OF QUALIFICATIONS

A Web Developer specializing in Ruby, Rails, and Javascript with nine years of Production and Testing experience in the video game industry.

TECHNICAL SKILLS

- **Web Development:** Ruby on Rails, Javascript, React, jQuery, Redux, Test Driven Development (Mocha Chai, Rspec, Selenium), Meteor, Database Design, ActiveRecord, MongoDB, SQLite, PostgreSQL, Deployment, HTML5, CSS3
- **Production:** Agile, Scrum, Milestone Reviews and Feedback, User Experience Testing, Post Release Content, AAA Game Production, Mobile Game Development, Quality Assurance Test Planning

WEB DEVELOPMENT PROJECTS

- **TasteMaker** ([github](#)) – Worked with a team of 3 other developers over 6 days to create an iOS App capable of scanning wines that a user has tasted, and tracking their taste preferences over a period of time. Technologies used include Meteor, Javascript, jQuery, UnderscoreJS, and Foundation.
- **timeTrackr** ([github](#) | [deployed](#)) – A Chrome Extension that tracks a user's time spent on each domain that they visit, and organizes those sites in to a top 10 so that users can monitor their web browsing habits. timeTrackr was written in Javascript, and utilizes MilligramCSS.
- **Anonymish** ([github](#) | [deployed](#)) – A chat app developed in React and Rails API that allows users to post messages locally and anonymously. Through GeoKit's geolocation services, messages are tagged with a set of latitude and longitude coordinates. Users are only able to view messages posted within 20 miles of their registered location.
- **HearthstoneCardLookup** ([github](#) | [deployed](#)) – Designed to consume an API consisting of JSON objects, this app will return cards from Blizzard's game Hearthstone based on the user's search parameters. It uses a rails-api backend, and Javascript, jQuery, Handlebars, and Bootstrap for the frontend.

WORK EXPERIENCE

Dev Bootcamp

August 2015 – January, 2016

Web Development Apprentice

San Francisco, CA

- Completed 19 week intensive Web Development boot camp.
- Over 1000 hours spent pairing and working in groups while learning web technologies such as Ruby on Rails, Javascript, Meteor, and CSS.
- Utilized good Git workflow to minimize merge conflicts during group projects.
- Designed databases for use in PostgreSQL, SQLite3, and MongoDB.

2K Games

March 2006 – May 2015

Associate Producer

Novato, CA & Northridge, CA

- **Titles Produced:** Battleborn, Borderlands: The Handsome Collection, Borderlands 2, BioShock Infinite
- Drove two AAA titles to release within the same year acting as the main Publishing point of contact for the Development, Marketing, QA, and Localization teams.
- Created production timelines and schedules
- Communicated with development producers in daily calls to facilitate first party communications, resolve scheduling conflicts, gather information on upcoming game changes, and fulfill requests for additional staffing.
- Optimized the build delivery and smoke testing workflow to ensure QA received stable builds during the development of *BioShock Infinite*.
- Reviewed test plans to ensure that QA was testing all features, as well as issues that had caused submissions to fail

in the past.

Quality Assurance Lead

- Managed a test team of up to 28 QA Testers during the production of *The Darkness II* for 360, PS3, and PC, as well as 2K's back catalog titles.
- Wrote extensive Test Scripts and Checklists to cover all aspects of the titles in test.
- Triage bugs entered in TestTrack Pro to create Must Fix Lists for Development
- Led a secondary test team that tested internal security tools developed for the production teams.
- Interviewed and hired over fifty QA Testers while monitoring performance and providing verbal and written feedback.

Senior Tester

- Supervised a team of 12 QA Testers on the NBA2K, MLB2K, and NHL2K series of games.
- Reviewed all bugs entered in to the database, searching for potential duplicates, will not fixes, and invalid issues before sending the bugs to development.
- Wrote Test Scripts and Checklists covering the Front End of the titles being worked on.

Mastering Lab Technician

- Ran the 2K Mastering Lab, accepting builds from development and providing burned media to test teams.
- Managed the build archiving system, archiving all received builds for future reference.
- Prepared media for Microsoft and Sony submissions, as well as Silvers to be reproduced for PC releases.

Quality Assurance Tester

- Tested titles like Civilization 4, NBA2K, MLB2K, and others using both structured test scripts and ad-hoc testing.
- Specialized in Front End and Menu testing.
- Placed within the top 3 bug counts on all projects tested, with the highest percentage of A bugs.