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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)   2015
- Created an iOS App that scans wines users have tasted, and tracks their preferences over a period of time.
- Created algorithms that recommend a specific type of wine based on users' past preferences.
- Meteor with Cordova was used to compile the project to iOS, and take advantage of phone features.
- Utilizes Meteor Futures to make multiple synchronous API calls to different servers.
- Implemented the UI based off of design mockups using Foundation and MeteorJS Templating.

timeTrackr (github | deployed)   2016
- Used JavaScript to create a Chrome Extension that tracks a user's time spent on each domain that they visit.
- Utilizes HighCharts to display time spent on each site, allowing users to visualize their browsing habits.
- Reads Chrome's tabs so that only time spent on the active tab is counted, increasing data accuracy.
- Browsing Data is saved to Local Storage so a continuous count is kept over time.

HearthstoneCardLookup (github | deployed)   2016
- Custom Search application for Blizzard's game Hearthstone, allowing users to search for cards.
- Parses an API consisting of over 1,000 JSON objects using a Rails API server.
- Created a search algorithm to match exact card names, and switch to partials if a match is not found.
- Implemented an Advanced Search, allowing users to search by up to 6 different card attributes.

Anonymish (github | deployed)   2016
- Created a chat application that uses GeoKit to tag posts with a set of coordinates based on user location.
- Converts a user's provided Zip Code to latitude/longitude, and only allows viewing access to nearby posts.
- React Components send AJAX calls to Rails API, gathering new messages and rendering the chat window.

WORK EXPERIENCE

Associate Producer | 2K Games | Novato, CA   Feb 2012 – May 2015
- **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.
- Created production timelines and schedules for game releases, ESRB submissions, and legal reviews.
- Collaborated with development to facilitate first party communications, resolve conflicts and gather information.
- Optimized the build delivery and smoke testing workflow to ensure QA received daily stable builds.
- Reviewed test plans ensuring all features were being tested, including bugs that had caused past submissions to fail.

Quality Assurance Lead | 2K Games | Northridge, CA   Dec 2010 – Feb 2012
- Managed up to 28 QA Testers during the production of *The Darkness II* as well as 2K's back catalog titles.
- Wrote extensive Test Scripts and Checklists to cover all aspects of the titles in test.

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- Triaged 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 Testers while monitoring performance and providing verbal and written feedback.

Senior Tester | 2K Games | Northridge, CA   Oct 2008 – Dec 2010
- Supervised a team of 12 QA Testers on the NBA2K, MLB2K, and NHL2K series of games.
- Reviewed all bugs entered in the database for duplicates and clarity before sending them to development.
- Wrote Test Scripts and Checklists covering the Front End of the titles being worked on.

Mastering Lab Technician | 2K Games | Northridge, CA   Oct 2007 – Oct 2008
- Ran the 2K Mastering Lab, accepting builds from development and providing 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 | 2K Games | Westlake, CA   March 2006 – Oct 2007
- Tested titles like Civilization 4, NBA2K, and MLB2K, using structured test scripts and ad-hoc testing.
- Specialized in in Front End testing ensuring that users could move without issue through menus.
- Placed within the top 3 bug counts on all projects tested, with the highest percentage of A bugs.

EDUCATION

Dev Bootcamp | *Web Development immersive*   2015