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SUMMARY OF QUALIFICATIONS

A Web Developer specializing in Ruby, Rails, JavaScript, and QA 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.
- Used Meteor with Cordova to compile the project to iOS, and take advantage of phone features.
- Utilizes Futures to make multiple synchronous API calls to different servers.

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.

QuickPool (github)   2016
- Web App created in Rails to match up local users for car pooling to and from similar locations.
- Implemented GeoKit to check the distance between users and their destinations.
- Matching algorithm will automatically pair users together based on set criteria and provide a pickup route.

WORK EXPERIENCE

Web Development Mentor | Dev Bootcamp | San Francisco, CA   Feb 2016 – Present
- Responsible for mentoring students at Dev Bootcamp in JavaScript, Ruby, Rails, and HTML/CSS.
- Taught students proper Git workflow, merge conflict resolution, and best practices.
- Helped students understand how routing works in Sinatra and Rails in conjunction with MVC.

Associate Producer | 2K Games | Novato, CA   Feb 2012 – May 2015
- 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.

Quality Assurance Lead | 2K Games | Northridge, CA   March 2006 – 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.
- Triaged bugs entered in TestTrack Pro to create Must Fix Lists for Development.
- Progressed from Tester to Senior Tester to QA Lead over the course of 6 years.

EDUCATION

Dev Bootcamp | *Web Development immersive*   2015