I have a huge passion for Agile methodologies and consider myself an Agile evangelist. I have my own formulated and proven Agile process I call “Pirate Agile”. It works because it is about working with everyone involved on a project to find the best path to success. It isn't about just the end stakeholder, but everyone along the workflow. Working collaboratively with stakeholders, a team can accomplish any goal and on time. My process works because it is adaptable and customizable for every company, team, project, and situation.

Pirate Agile is built to work on a company’s existing standards, processes, schedules, design/UX, team structure, dev ops workflow, and includes coordination/check-ins with internal/external stakeholders. Pirate Agile is also a method for building new standards and processes when a team is looking to improve productivity, transparency, and communication.

I’m a certified Scrum Master, PMP, and JIRA Administrator. I have worked in software development for over 16 years and in several different spaces: PC/Console Gaming; Military Rehearsal/Training; Land-Based, Mobile, & Social Casino Gaming, and NextGen Platform/Framework (SDK/GDK) Development.

I have worked directly with engineers, programmers, and technical architects my entire career, so I understand how to best work with and communicate with technical teams to get the results that the product management, marketing, and sales teams need and expect.

The ideal team to me is one that is continually changing, looking to always learn more, jumping at challenges, striving to support one another, and wanting to succeed not just for the company, but also because of personal pride, team fellowship, and a hunger to be rock stars. Happy teams make better products, which generate better revenues, which makes for standout companies.