

Coleman Rollins

colemanrollins.io

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2310 Harriet Ave S
Minneapolis, MN, 55495

Professional Experience

TEN7 Interactive: Developer

Minneapolis, MN: *December 2013 - Present*

Collaborate in teams as a supporting role on large, long-term projects; Lead projects from start to finish as the head developer; Develop solutions for existing issues using the latest technologies; Communicate directly with clients regarding project information.

Skills

Drupal 6/7, git (git-flow),
drush, HTML5, CSS (including
LESS & SCSS), JavaScript
(jQuery), command line tools
(node, bower, compass, brew),
Multiple web frameworks,
PhotoShop

TEN7 Interactive: DevOps Engineer

Minneapolis, MN: *September 2013 - Present*

Maintain and monitor site uptime; Assist in coordinating website launches; Manage and migrate multi-branch git repositories across different server environments; Update Drupal core & module updates for numerous sites; Troubleshoot existing site installations

git (including branches),
command line tools, code
deployment across multiple
environments, Drupal 6/7,
Google Analytics, MAMP,
Sequel Pro, local development

TEN7 Interactive: Quality Assurance Analyst

Minneapolis, MN: *September 2013 - Present*

Create automated test scenarios to be performed on existing sites; Compare site development to original design documents; Ensure consistency of sites in development across all platforms and devices.

Browserstack testing
automation, Litmus testing
automation, VirtualBox

Pearson VUE: Software Quality Assurance Intern

Bloomington, MN: *June 2013 - September 2013*

Compose and plan numerous automated test scenarios performed on Pearson software; Write custom SQL queries for visual reports of testing results; Collaborate in an Agile environment with a large team

Twist automation, Perforce
version control, SQL,
iReports reporting tools

Education

University of Minnesota

Minneapolis, MN: *September 2009 - December 2013*

BS Physics