

KURT STATHAM

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Portfolio: <https://kanikas01.github.io/portfolio/>

Full Stack Web Developer with over a decade of experience in the Casual Games Industry. Adept at multitasking with a strong desire to apply new skills and concepts. Strong communication, collaboration, problem-solving and analytical skills. Experienced in building and maintaining websites from conception to production. Excel working in a diverse team environment to develop solutions and exceed project expectations.

TECHNICAL SKILLS

HTML5, CSS3, JavaScript, jQuery, Git, SVN, Bootstrap, Materialize, Node, Express, React, MySQL, MongoDB, Python, Mac, Linux, Windows

APPLICATIONS BUILT

Paws & Pooches - <https://petexchange.herokuapp.com/>

- A web app designed to help users find a pet or advertise animals available for adoption.
- Coded using Node, Express, Handlebars, Materialize and a MySQL database.
- GitHub: <https://github.com/kanikas01/paws-and-pooches>

React Google Books Search - <https://react-search-google-books.herokuapp.com/>

- A React app that utilizes the Google Books API and MongoDB to search for and save books.
- Coded using the MERN stack.
- GitHub: <https://github.com/kanikas01/react-google-books-search>

Meetup Meets Weather - <https://kanikas01.github.io/meetup-meets-weather/>

- Combines the Meetup and OpenWeatherMap APIs to show upcoming open Meetup events along with a weather forecast.
- Coded using jQuery, JavaScript and Materialize.
- GitHub: <https://github.com/kanikas01/meetup-meets-weather>

PROFESSIONAL EXPERIENCE

Defy Media, Los Angeles, CA

Apr 2017 - Oct 2018

Director of Site Production

Managed all scheduling and production for Addicting Games and Shockwave websites. Reviewed and approved all prospective Shockwave site content, and served as the technical liaison between the site production and engineering teams.

- Successfully built and maintained relationships with a variety of content providers.
- Identified and remedied any production-related site issues improving customer experience.
- Supervised and trained junior staff providing support and mentoring to achieve and surpass established daily and monthly goals.

Nickelodeon/Defy Media, Los Angeles, CA

Jul 2011 - Mar 2017

Game Release Engineer

- Expertly produced and tested games for the Addicting Games and Shockwave websites.
- Effectively wrote scripts to automate and streamline game production.
- Coordinated content delivery for dozens of daily titles ensuring minimal service disruption.

EDUCATION

UCLA Extension, Los Angeles, CA
Full Stack Web Development Certificate

City College of San Francisco, San Francisco, CA
Certificate in Java Programming

The University of California, Berkeley, CA
Bachelor of Arts, French