

# KURT STATHAM

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## SUMMARY

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I have over a decade of experience in the casual game industry, with past roles in engineering, QA, and site production. As a seasoned multitasker and fast learner, I'm seeking to transition into a role where I can develop my coding skills while contributing to a company dedicated to making the world a better place.

## EMPLOYMENT

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- Course Concierge, LLC**, *Customer Experience/QA Technician*, San Diego, CA (Remote) Aug. 2020 - Current
- Answer user questions about course content (e.g., basic woodworking, guitar technique, and music theory).
  - File bug reports and verify bug fixes.
  - QA new site content and functionality.
  - Monitor and review Facebook group activity.
  - Edit monthly newsletters.
  - Assist customers with technical issues and billing inquiries.
  - Review and approve user project submissions.
- DEFY Media**, *Director, Site Production*, Los Angeles, CA Apr. 2017 - Oct. 2018
- Managed all scheduling and production for the Addicting Games and Shockwave websites.
  - Reviewed and approved all prospective Shockwave site content.
  - Requested and coordinated the addition of additional features to both the customer facing sites and back end services.
  - 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.
  - Trained and mentored junior staff.
- Nickelodeon/DEFY Media**, *Game Release Engineer*, Los Angeles, CA July 2011 - Mar. 2017
- Produced and tested games for the Addicting Games and Shockwave websites.
  - Authored content for Shockwave's most popular game, "The Daily Jigsaw".
  - Maintained and improved legacy production systems.
  - Wrote scripts to automate and streamline game production.
  - Assisted in transitioning sites to new ownership.
  - Coordinated content delivery for dozens of daily titles ensuring minimal service disruption.
- Nickelodeon**, *Games Tester*, San Francisco, CA June 2008 - June 2011
- Manually tested 4-5 games per week to uncover functional and gameplay issues.
  - Identified and remedied online game and site issues.
  - Verification of bug fixes/regression testing.
  - Tested new site features and functionality.
  - Ensured a consistent user experience across all titles.

## SKILLS

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**LANGUAGES & DATABASES:** JavaScript, Python, Java, MySQL, MongoDB, GraphQL, HTML, CSS

**FRAMEWORKS & LIBRARIES:** React, Node.js, Express, jQuery, Bootstrap, Materialize

**OTHER SKILLS:** Mac, Linux, Windows, Git, SVN, Jira, Confluence, Basecamp, Help Scout, Google Docs, MS Office, Customer Support

## EDUCATION

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### UCLA Extension

Certificate Full Stack Web Development 2019

### City College of San Francisco

Certificate Java Programming 2010

### University of California, Berkeley

B.A. French 2003