

1777 9th Street
Oakland, CA 94607

<https://www.linkedin.com/in/ransombyers>
<https://github.com/ransomb>

Over 7 Years Technical Project Management Experience

Proven Record of Executing Complicated Projects with the Limited Resources of a Start-up

Sincere

SKILLS

Project Management: Budgeting, Scheduling, Quality Assurance, Supply Chain Management, Regulatory Compliance, Process Analysis and Improvement, Technical Requirements Definition, Engineering Change Management, User Experience Design, Conflict Resolution, Data Analysis and Modeling, Risk Management

Fabrication: Milling, Lathing, Laser Cutting, Carpentry, Casting, Thermoforming, Soldering, 3D Printing

Software: Ruby, Ruby on Rails, Python, Anaconda, Django, Apache, C, Unity, Javascript, HTML, CSS (SASS/LESS), React, SQL, Ajax, RSpec, Selenium, Git, Google Cloud, Heroku, Linux, BASH, TDD, Alexa Skills Kit, SolidWorks, MatLab, QuickBooks, Rest APIs

EXPERIENCE

Developer	Unverifiable.info	Oakland, CA	09/2016 – present
<ul style="list-style-type: none"> Built and deployed web applications that straddle the lines between art, commerce, and humor. 			
Product Manager	BriteHub	Oakland, CA	12/2015 – 08/2016
<ul style="list-style-type: none"> Introduced a weekly agile product development cadence and long term product strategy road map. Instituted a corporate mantra of the questions "What are our priorities?" and "Are we doing the things that would best further those priorities?" Shipped MVP for four major features while under severe resource constraints. 			
Head of Manufacturing	Type A Machines	San Leandro, CA	02/2013 – 02/2015
<ul style="list-style-type: none"> Directly responsible for all engineering, procurement, assembly, quality control, and fulfillment for the manufacturing of 3D printers and accessories, both in terms of the day-to-day business operations and the long term strategy for growth and new product development. Supervised a staff of 8 technicians and engineers. Built tools and implemented new SOPs to bring Type A operations from little more than a BOM spreadsheet and a purchasing email account to a full system for Vendor Approval and Negotiation, creating and checking Purchase Orders, documenting Receiving and Shipping, Inventory Management, and Purchase Planning. Shepherded both software and hardware improvements from R&D through release management. 			
Project Manager	Renovation of Private Residence	Oakland, CA	05/2012 – 12/2012
<ul style="list-style-type: none"> Restored and remodeled two long-vacant and derelict Victorian era houses. Designed and implemented major efficiency upgrades (insulation, daylighting, radiant heat, etc). Interviewed, hired, and supervised contractors for all stages of the project, as well as performing much of the planning and labor on a fast-paced schedule negotiated as a compromise with HUD. 			
Project Manager	Energy Solutions	Oakland, CA	09/2009 – 05/2012
<ul style="list-style-type: none"> Collaborated with industry stakeholder to model and write cost effective energy efficiency requirements for compressed air systems, which were the first regulations of process equipment ever adopted into the Title 24 building code by the California Energy Commission. Developed and championed internal processes for Software Quality Assurance and Support. Provided Quality Assurance and Administration for multi-million dollar voluntary energy efficiency incentive programs serving both the large utility clients and the general public. Coordinated the requirements identification, selection, and implementation of new accounting, time tracking, and information management tools as the business outgrew its operations systems. 			
Contractor	Various	Star Junction, PA	06/2006 – 09/2009
Teaching Assistant	Olin College of Engineering	Needham, MA	01/2006 – 05/2006
Design Engineer	DeepSea Power and Light	San Diego, CA	06/2005 – 08/2005
Research Assistant	Olin College of Engineering	Needham, MA	06/2003 – 08/2004
Technical Intern	Bose	Framingham, MA	08/2001 – 07/2002

EDUCATION

Olin College of Engineering, BS Engineering: Sustainable Design	2006
Dev BootCamp, 1000+ hour web development intensive	2017