

Experienced Project Manager with experience in Digital, Marketing and Agency industries. Offers in-depth understanding of web development and Agile Scrum best practices.

Professional Skills

- Agile Scrum
- WordPress
- Jira, Confluence
- Google Analytics
- Omniture
- Microsoft Project, Visio
- Forecasting
- Budget Management
- Client Management
- Risk Assessment
- Ruby
- HTML
- CSS
- MySQL
- Git
- RSpec
- Drupal
- Bash
- Javascript
- AWS

Professional Experience

Agile Product Owner / Synapse Group – Stamford, CT

April 2016 - September 2016

- Managed project plan and product roadmap of Synapse's magazine sales platform on Ziosk tablets, leading to a new sustainable revenue stream and increase in long-term magazine subscribers.
- Led story creation and task prioritization for several major airline clients' sales platforms, resulting in increased sales of magazines and increase in miles bought from airlines.
- Managed technical product roadmap for internal and external clients in order to better forecast delivery dates, map out scrum iterations, and organize backlog.
- Facilitated and managed training plans and launch procedures for clients' post-launch requirements, allowing for continued client care and scheduled bi-weekly releases.

Technical Project Manager / Infor – New York, NY

September 2014 - September 2015

- Created and managed master project plans for multiple release phases of Software as a Service platform in order to set expectations, hold accountability, track progress and align client budgets.
- Acted as Scrum Coach in educating developers, Product Owners and Project Managers in Agile best practices, leading to positive iteration health, increased code output and increased profit margin.
- Worked with international Agile teams in managing Scrum of Scrums with other Scrum Masters in order to align and plan development team strategy and approach toward new user stories.
- Managed cloud ops technical tasks involving server infrastructure to ensure that architecture, QA and staging servers were stable for hosting and traffic.

Senior Technical Project Coordinator / WWE – Stamford, CT

January 2012 - September 2014

- Worked closely with clients in creating stories on sprint-by-sprint basis in order to fulfill aggressive bi-weekly release schedule, resulting in increased traffic and viewership of WWE content.
- Managed WWE streaming platform creation for live viewing of all pay per view events on all Roku, Google, Xbox, PlayStation, Samsung, Android and iOS devices, resulting in a 75% increase in pay per view revenue, doubled viewership and doubled online subscriptions.

- Produced run sheets and managed publishing schedules of various live multi-million dollar events from an online experience, including WrestleMania and Rolling Stones Concert.
- Led agile team as Scrum Master for all web based projects by enforcing Agile methodologies on a daily basis, resulting in professional growth, increased site traffic and decreased technical debt.
- Managed first WWE responsive design initiative for all iOS and Android devices, leading to an overall increase in viewership, increase in ad revenue and increase in mobile shopping sales.

QA Analyst / WWE – Stamford, CT

September 2010 - January 2012

- Created, managed, and executed automated test plans for all web, iOS and Android projects, leading to positive user output and decreased testing time.
- Migrated and edited video metadata on all internal and external video platforms, allowing for clean video delivery, high resolution video uploads, and maximized user viewership.
- Managed WWE Corporate website in adding new features, debugging, and testing website features, sustaining traffic of over 100,000 users weekly.
- Tested 2011 and 2012 WWE.com site redesigns on desktop, mobile and tablet platforms, resulting in positive user experience, doubled user viewership and increased ad revenue.

Education

University of Connecticut – Stamford, CT

2007 - 2011

Bachelor of Science, Business and Technology

Dev Bootcamp - Chicago, IL

2017 - 2017

Intensive course in web development