

EXPERIENCE

KIOSK	PRODUCTION DIRECTOR PROJECT MANAGER	NOVATO, CA	NOV 2016 - PRESENT NOV 2014 - NOV 2016
<i>Process</i>			
<ul style="list-style-type: none">Estimates projects, builds schedules, negotiates development resources and project prioritiesManages small interdisciplinary teams in an agency environment to deliver web development projectsOptimizes and champions pipeline processes, improving product quality and ensuring smooth deploymentsMakes continuous improvements to task and bug management by updating workflows (JIRA)			
<i>Production</i>			
<ul style="list-style-type: none">Implements Google Analytics / Tag Manager setups according to client business needs and marketing objectivesAudits and QAs analytics setups and summarizes actionable findings for clientsExports data for internal and external teams and builds reports in Google Data StudioRegularly maintains and updates content for client websites using WordPressDevelops responsive landing pages (static and WordPress)Builds HTML5 and GIF display ads in Photoshop and Google Web Designer			
POPCAP GAMES	ASSOCIATE PRODUCER	SAN FRANCISCO, CA	OCT 2012 - OCT 2013
<ul style="list-style-type: none">Implemented, supervised, and optimized agile processes and workflows for the teamCollaborated with stakeholders, production, creative, and QA staff to prioritize and deliver featuresTracked and updated status of internal requests, tasks, bugs, and feedback			
ELECTRIFIED GAMES	ASSOCIATE PRODUCER	SAN FRANCISCO, CA	OCT 2010 - OCT 2012
<ul style="list-style-type: none">Prioritized backlogs and task lists, planned monthly milestones and launch schedulesDeveloped and maintained positive, transparent relationships with clients via calls, visits, and documentation			
SHELL GAMES	INTERN PRODUCER	PITTSBURGH, PA	JAN 2010 - MAY 2010
<ul style="list-style-type: none">Organized tasks and bugs, interacted with external clients, and assisted production staff			
EA PANDEMIC STUDIOS	INTERN PRODUCER	LOS ANGELES, CA	MAY 2009 - AUG 2009
<ul style="list-style-type: none">Trained in Agile methodology alongside project team, submitted related resources to EA knowledgebase			
TOYOTA TECHNICAL CENTER	CAD TECHNICIAN	ANN ARBOR, MI	JUL 2006 - JUL 2008

PROJECTS

FREELANCE	WEB DESIGNER AND DEVELOPER	SAN FRANCISCO, CA	MAR 2014 - PRESENT
<i>Mt. Tam Astronomy Programs</i>			
<ul style="list-style-type: none">Designed a new logo and collateral for local volunteer astronomy organization			
<i>quentinthomasassociates.com, jerrytron.com, katelynmueller.net</i>			
<ul style="list-style-type: none">Provided full web design and development services from concept to deployment			

CERTIFICATIONS

GOOGLE ANALYTICS	INDIVIDUAL QUALIFICATION	MAR 2017 - PRESENT
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EDUCATION

CARNEGIE MELLON UNIVERSITY	MASTER OF ENTERTAINMENT TECHNOLOGY	2010
CENTRAL MICHIGAN UNIVERSITY	B.S. MECHANICAL ENGINEERING TECHNOLOGY, <i>cum laude</i>	2006

INTERESTS & SKILLS

CREATIVE SOFTWARE <ul style="list-style-type: none">Adobe Creative SuiteGoogle Web Designer3D Studio MaxSolidWorks, Catia v5	PRODUCTIVITY SOFTWARE <ul style="list-style-type: none">Harvest / ForecastAirtable, TrelloHansoft, JIRA, FogbugzTeamweek, FreeAgentPerforce, Github	WEB TECHNOLOGIES <ul style="list-style-type: none">HTML, CSS, jQuery, phpGoogle Analytics, GTM, Data StudioWordPress, HubSpot, Shopify, MailChimp	ACTIVITIES <ul style="list-style-type: none">PhotographyDigital Art (2D & 3D)HikingWriting
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