

Summary

For more than 15 years I've been professionally making projects fun and financially successful. Most recently I was a Senior Technical Project Manager at Walmart leading software development for several teams. My track record there and throughout my career demonstrates a focus on improving planning, reporting, and Agile project management for entire teams. I've worked on programs at small startups to those involving dozens of people with a large number of dependencies and many deliverables. Throughout my career I have a great record of shipping fully realized projects on time. My constant goal is to work with fun and brilliant people releasing acclaimed products.

Employment History

Senior Technical Project Manager, Walmart/Jet, Hoboken NJ **January 2019 - Present**

- Sole project manager for the modernization of cost management for Walmart
- Managed a critical compliance and legal project from inception to launch
- Shipped backorder, purchaser, data integrity, and other programs affecting millions of items and millions of dollars of GMV
- Coordinated development of backorder improvement, co-op handling, and many others across 6 offices in 5 time zones

Senior Project Manager, IPsoft, New York NY **September 2016 - September 2018**

- Managed multi-faceted software implementations for several international corporations using Agile, Waterfall, and Hybrid project methodologies
- Maintained a high level of client satisfaction across every engagement
- Ensured on-time delivery through changing technical requirements, inadequate client infrastructure, and ever shifting customer requests
- Worked hand in hand with members of 16 internal teams to complete successful deployments

Engineering Program Manager, iHeartRadio, New York NY **August 2015 - March 2016**

- The single Program Manager for the Home & Consumer Electronics division
- Responsible for shipping new products and updates for the several dozen devices our application is on
- Created new and maintained existing documentation to support the numerous 3rd party developers creating iHeartRadio applications

Project Manager, Razer, San Francisco CA **February 2014 - August 2015**

- Project Manager for the Common Tools Team at Razer. This is the foundation that Razer Comms, Razer Synapse, and most other Razer software
- Started a new project from scratch, managed it throughout development, and shipped four versions
- Managed 4 projects with a lean team working for 3 client groups
- Worked with the VP of Software to move to Agile development practices for the SF software team

Program Manager (Contract), Microsoft, Redmond WA **August 2012 - August 2013**

- Program Manager for the Microsoft Store App for the Xbox 360 which launched in 4 months with over 70 people across 15 teams

- PM of the Xbox 360 Voice User Interface. Tuned and vastly improved an accompanying grxml generator
- PM of Family and Settings for the Xbox One, the Xbox One beta program, Localization, and Social for the Xbox 360 Shell Team. Represented all in the weekly War Room meetings
- PM of a new, key piece of the Xbox 360. Responsible for design, pitching, and long-term planning

Executive Board Member, Product Management Consortium, Seattle WA **November 2012 - February 2014**

- Treasurer of the PMC
- Leader of the PMCs annual events; organizer of ProductCamp Seattle 2013
- Assisted in organizing Product Camp Seattle 2012 and Mini-Product Camp Seattle 2013

Indie Game Developer, Seattle WA & San Francisco CA **November 2013 - July 2014**

- Creating a 2D action RPG in my spare time, with a custom built engine
- The game has two distinct modes with two different cameras and unique gameplay to each

Game Developer, Advanced Interactive Systems, Tukwila WA **October 2010 - August 2012**

- Developer of PRISim Suite, a simulation for use in training of military and police personnel
- Worked on many different programs all making up PRISim, most running simultaneously
- Some of the systems I improved: Zooming, Weapons Control, Logging, and Translation

Software Development Engineer (Contract), Microsoft, Redmond WA **July 2009 - July 2010**

- Worked on: Alan Wake, Halo Waypoint, Fable 3, Kinect Sports, Kinectimals, and Kinect Star Wars
- Created a tool with speech recognition to facilitate the testing of Kinect titles
- Wrote tools to aid test leads and apps to visualize gameplay and performance data logged from test hooks to SQL databases

Game Developer, Hidden Path Entertainment, Bellevue WA **June 2007 - June 2009**

- Updated Counter-Strike Source to the latest Source engine version and added modern Valve multiplayer features. I created a stats system to track and display unique and interesting game events to all players. I also implemented the new scoreboard, a summary screen for stats, and a post round info screen
- Was the sole programmer for one of two main, long-term prototypes for an unannounced AAA title
- Was ½ of the dev team for Wits & Wagers, responsible for networking, AI, gameplay, UI, and more

Summary of Skills

- People management, schedule control, task triage, and dependency management
- A history implementing projects using Agile, Waterfall, and Hybrid project methodologies
- Experience with the project management software Jira, Microsoft Team Foundation Server, Microsoft Project, Basecamp, Clarizen, and Smartsheets
- 13 years programming experience including use of C, C++, C#, WPF, Java, LINQ, and Game Boy Assembly
- Programmed AI, Gameplay, Tools, UI, Networking, 2D Graphics, and Database Visualization
- Developed with XANet, QNet, Regular Expressions, Speech Recognition, Fibonacci Trees, and much more
- Experience with computer software such as Microsoft Visual Studio, Project, Excel, Visio, PowerPoint, Adobe Photoshop, 3D Studio Max, Valve Texture Editor, and Valve Particle Editor
- In addition to all the above work-related skills I am also proficient at Event Planning, Community Outreach, Basketball, and Krav Maga

Education

DigiPen Institute of Technology, Redmond WA **September 2003 to April 2007**

- B.S. Real Time Interactive Simulation (Computer Science) with a minor in Mathematics