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WORK EXPERIENCE

Sortation Associate, Amazon Logistics, Portland, OR   November 2017 - present
• Picked packages sorted from fulfillment center into routes and staged for delivery to the greater Portland area
• Ran quality audits on picked routes to ensure accuracy and checked for best safety practices

Mentor / Assistant Coordinator, Pixel Arts Game Education, Portland, OR   June 2015 - present
• Provided mentoring for children participating in free camps at libraries and in affiliation with local schools, teaching basic tenants of game creation, including design, art, and programming
• Aided in curriculum development
• Assisted in camp setup and breakdown

Lead Developer, Faun Lily Studios, Portland, OR   June 2015 - April 2020
• Co-created *Bloom Barrage*, a family-friendly "competitive gardening" action game available on Apple App Store and Google Play Store
• Features story-based campaign and cross-platform multiplayer gameplay over local wi-fi

Software Developer (contract), OpenSesame, Portland, OR   October, 2016
• Contract position to further develop and enhance a prototype e-learning course using Virtual Reality
• Developed using the Unity3D engine for use on the HTC Vive and Oculus Rift
Reason for leaving: Prototype completed, contract expired

CampusPoint, Portland, OR   June, 2015 – October, 2015
• **Temporary Associate** (June – July 2015) for Stumptown Coffee Corp, Portland, OR: Assisted production through bottling, labeling, and packaging
• **QA Engineer** (October 2015) for LanguageLine Solutions, Tigard, OR: Performed a series of software validation and localization testing
Reason for leaving: temp jobs

Programmer (contract), StoryTime Studios, Boston, MA   January, 2013 – December, 2013
• Developed code for SKIT! storytelling/animation mobile app, including UI elements and general bug fixing
• Created testplans, advised team in helpful testing techniques, and tested on several mobile platforms
• Supported community management and marketing efforts
Reason for leaving: Contract expired

QA Tester - Web, 38 Studios, Providence, RI   July, 2011 – May, 2012
• Wrote test plans and performed visual and functional testing for several versions of the websites and other projects for the Digital Presence team, including testing across multiple platforms and mobile devices
• Provided QA support for live updates to the websites
• Support for bug tracking in JIRA and agile-development task planning (scrum)
• Some support for testing efforts for the Online Services team and the Project Copernicus team
<u>Reason for leaving:</u> Laid off – company dissolution

QA Tester, QUICKHIT, Foxboro, MA   October, 2009 – February, 2011
• Wrote and executed test plans to ensure the quality and performance of QUICKHIT NFL Football game
• Filed bug reports and worked with developers to resolve issues
• Responsible for redeploying internal servers and helped maintain testing environments
• Aided Customer Service with database queries and customer interactions on forums
<u>Reason for leaving:</u> Laid off – company downsize

Temporary Employee, Kelly Services, Westborough, MA   August – September, 2009
• Helped break down and cycle inventory for Nike Outlet Store, Waltham, MA
• Performed inventory rebranding for Fisher Auto Parts stores, Worcester and Whitinsville, MA
• Aided American Greetings in moving displays at Hannaford Market in Leominster, MA
<u>Reason for leaving:</u> Left for QUICKHIT opportunity

Camp Instructor, iD Tech Camps, Cambridge, MA   May – August, 2007
• Instructed older campers in Advanced Programming using C++
• Instructed younger campers in Video Game Creation using Clickteam Multimedia Fusion 2
• Aided in camp preparation, organizes activities and maintained the safety of all campers
<u>Reason for leaving:</u> Camp season ended

Quabaug Corporation, North Brookfield, MA   March, 2003 – August, 2006
Laboratory Technician (March, 2004 – August, 2006)
• Responsible for testing stock daily to make sure it matched specifications
• Maintained database of new and experimental formulas
• Provided help and support for factory personnel
• Aided other technicians with computer-related issues
Sole Service Person (March, 2003 – March, 2004)
• Routinely cycled fresh and cured stock to sole molders
• Cleaned and changed mold presses
<u>Reason for leaving:</u> Laid off – position eliminated

Seasonal Help, United States Postal Service, Westborough, MA   December, 2002
• Sorted incoming mail and aided in reloading outbound trucks
<u>Reason for leaving:</u> Season ended

Temporary Employee, AppleOne, Torrance, CA   September, 2002
• Performed business inventory at Nissan offices
<u>Reason for leaving:</u> Left at will – personal reasons

Junior Software Developer, OM Technology, Marlborough, MA   February – July, 2001
• Wrote in-house customer support system for tracking throughput of running products
<u>Reason for leaving:</u> Laid off – office dissolution

Associate, Stop & Shop, Grafton, MA   July, 2000
• Restocked shelves during night shift
<u>Reason for leaving:</u> Left for school, OM opportunity

Student Assistant, W.E.B. Dubois Library, Amherst, MA   1999 – 2000
• Performed duties in Circulation department: restocked shelves, sorted books, inspected study areas
<u>Reason for leaving</u>: Left due to graduation