

BRIDGET R. DANAHER

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PERSONAL SUMMARY

Exceptional Technical Project Manager with solid experience managing all levels of complex projects, including planning, time management, monitoring and controlling, training, and rollouts.

SKILLS

- **Project Management.** Project Management plans, risk assessment, staffing plans, project baselines, schedule management, resource management, organizational skills, research and analysis, problem-solving skills. Project management tools, including Microsoft Project and Omniplan 3. Ticket-tracking software including ServiceNow, Pivotal Tracker and JIRA.
- **Communication.** Excellent written and verbal skills. Many years of training and work experience in managing virtual teams, including offshore and mixed groups. Stakeholder management and communication. Project status reports, progress reports, and RACI charts.
- **Leadership.** Ability bring disparate groups together. Able to absorb new information quickly. Able to work with people on varied skill levels. Passion and ownership for all work under my purview. Strong belief in teamwork and positive work environment. Able to jump in and help wherever needed.
- **Software development.** Programming languages, including C++, C#, Objective-C, and R. Systems design and development. UI/IX design and development. Localization, wireframes, redlines. Source control Software, including Perforce, Bitbucket, Mercurial and Git. IDEs, including Visual Studio, Eclipse, XCode, and RStudio.

EXPERIENCE

Technical Project Manager. Greater Good, Seattle. November 2015 - present.

- Coordinate all activity for Business Intelligence department.
- Draft project planning documentation such as PM Plans and Gantt charts from initiation to closing and enter into PMIS.
- Staff projects and track resource allocation.
- Supervise project teams for the duration of the project.
- Prioritize multiple projects and portfolio schedules with overlapping resources.
- Manage partnerships with other departments as needed.
- Create regular progress reports and disseminate to key stakeholders.
- Act as liaison with Executive, Engineering, HR, IT, QA, and all other business departments.
- Projects include a triggered email series, ServiceNow implementation and rollout, Microsoft Exchange server migration, in-house data collection tool, in-house campaign management tool, data warehouse implementation, Microstrategy reporting solution, and improved processes for the Engineering team.

UI/UX and Gameplay Programmer. Cryptic Studios North, Seattle. June 2014 - April 2015.

- Worked closely with art and design teams to ensure the UI meets all aesthetic and functional requirements.
- Plan, design and implement new UI systems.
- Perform fast prototyping for quick feedback.
- Implement localization methods and implement UI systems that will adapt to multiple fonts.
- Wrote adaptable, maintainable code to ensure contextual translations.
- Worked with lead game programmer to design and implement gameplay systems with UI components, such as HUDS, inventory, and crafting systems.
- Used C++, Unreal Engine 4, Balsamiq, and TortoiseSVN.
- AAA Title Under NDA. For Xbox One, PS4, and PC. Project canceled.

Technical Project Manager. Games Omniverse, Seattle. November 2013 - May 2014.

- Assisted the director in addressing issues causing a project to languish.
- Outlined scope, gathered requirements, created missing documentation.
- Created templates and training documents.
- Performed cost-benefit analysis for various tools, implement and train staff in the chosen tools.
- Created a first playable and set up environment.
- Worked with Director to staff programmers.
- Worked with the programmers to create a verticle slice to guide future development.
- Used C#, Unity 4, Bitbucket, Mercurial, JIRA, Basecamp, Sourcetree.
- Danika Dire. Hidden-Object adventure game to be released in chapters. For PC. Still in production.

UI/UX and Gameplay Systems Programmer. Mighty Play, Seattle (Contract). February 2013 - May 2013.

- Developed a PC game for scientific study on ADHD.
- Initial game setup including project structure, source control, importing assets, implementing PC, attaching animations, and creating the environment.
- After passing to the senior gameplay developer, I took on the Calibration portion and refactored the code to be OOP friendly, boosting performance and making the design reusable.
- I also worked with art and design to implement a new UI design.
- Performed fast prototyping for quick feedback.
- Used C#, Visual Studios, Winforms, Unity 3, Basecamp, and Sourcetree.
- Cogo Land. Adventure game designed for a scientific study on ADHD. For PC. Released.

UI/UX Programmer. UIEvolution, Seattle (Contract). March 2012 - October 2012.

- Worked closely with project architects to document the entire project design using reusable components as approved by Disney.
- Implemented all pages using an MVC model in UJML with page templates in JSON.
- Work closely with Art, Design, and QA to deliver pixel-perfect design and exact coloration of material to ensure the UI meets all aesthetic and functional requirements.
- Used UJML, XCode, Eclipse, Photoshop, Perforce, and JIRA.
- My Disney Experience. Cross-platform mobile application for Disney. For all iOS and Android devices.

Office Manager and Paralegal. Previous occupation. June 1997 - December 2010.

- Nearly 14 years' experience as a Paralegal and Office Manager.
- Experience with all aspects of Office Management including billing, bookkeeping, payroll, and the hiring and direct supervision of employees.
- Experience with all aspects of paralegal work including research and analysis, date tracking, and the drafting of briefs, motions, and other documents.
- I also acted as a business consultant for both law firms and technical startups, primarily in setting up and organizing the business, determining their needs, and designing a plan to implement processes and procedures to ensure a lasting impact on productivity. Set up departmental structures to ensure easy transitions and training of new employees.

EDUCATION

Bachelor of Science, Game and Simulation Programming. DeVry University. Graduated Magna Cum Laude, October 2011

- Graduated Magna Cum Laude.
- Engines used include UDK, UE3, and Unity.
- Languages used include C++, C#, Unrealscript, and Actionscript.
- Courses included game design, level design, gameplay programming, multimedia programming, systems development, and project management.

Certified Associate in Project Management (CAPM). PMI. Certified September 2017

- The CAPM certification demonstrates that the earner possesses the knowledge in the principles and terminology of A Guide to the Project Management Body of Knowledge (PMBOK® Guide).
- Earners are able to apply the knowledge to on-the-job experiences that develop growing levels of competence in the practice of project management.