|  |  |
| --- | --- |
| Rob Donoghue | rdonoghue@gmail.com 443 878 6659 |

|  |  |
| --- | --- |
| Project Architect  2017 – 2019  Technical Project Manager  2015 – 2017  Fugue  Frederick MD | Initially a scrum master role. Out of necessity, it evolved into handling most project planning and coordination for a cloud startup. Established agile practices (modified scrum) for product teams, assisted product development and coached teams into owning practices themselves. Oversaw tools and processes company wide. Beyond that, covered a wide variety of business needs that the startup had no dedicated role to cover, including competitor research, video production, copywriting, audit support, GDPR conversion and administrating internal systems. |
| Business Analyst III  2011 – 2015  Optimo IT  Tysons Corners VA | Engaged clients as an analyst to help identify their needs and establish a working plan. Success with these engagements lead to project management roles in delivering work for government clients, mostly the USPS. Transition to project management also lead to education in agile practices(Scrum & Kanban) and update to our project practices. |
| Systems Analyst  2009 – 2011  Merchant Link  Silver Spring MD | Analyzed technical, business and regulatory specifications as well as customer needs for credit card processing POS systems, and developed specifications based on analysis. Reviewed and troubleshot large volume transactions. |
| Co-President, Designer  2002 – present  Evil Hat Publishing  Silver Spring MD | Co-designed the award winning FATE roleplaying game, and co-founded the company to publish games. We have numerous awards and run several successful kickstarters. At present, we have published over 60 products, including fiction as well as board and card games. I have also freelanced as a game designer, writing for products such as D&D 4E and the Leverage RPG. |
| Systems Analyst  2005 – 2009  Internal Developer  2002 – 2004  Information Architect  2000 – 2002  Sitesmith/MFN/Abovenet  San Jose CA/Herndon VA | Despite the changes in title and location, the essential nature of the job maintained a central thread of talking to people within the company, identifying needs, and pursuing the best solution. As an information architect, this centered around documentation, document management and training. As a developer, it revolved around developing internal tools for our intranet. As a system analyst, it moved on to talking with vendors and selecting (or rejecting, as appropriate) large scale tools.  Responsible for talking with teams, getting an understanding of what they do and what they need, integrating that into the larger vision, and communicating their requirements to other groups in a comprehensible fashion. |
| Network Technician  1999 – 2000  ICG, Santa Clara CA | Working as a NOC technician gave me an understanding of basic networking and network troubleshooting, and strong insight into the difference between how tools are designed and how they are actually used. |
| Staff  1997 – 1999  Senate Judiciary Committee Washington DC | Supported judiciary staff by researching issues and legislation, preparing briefs, answering correspondence for the Senator, and covering committee hearings. |

|  |  |
| --- | --- |
| Education | BA History, BA Political Science, University of Vermont, 1994 Certified Scrum Professional (Scrum Master) |