







## WORK EXPERIENCE

	<b>AudioStaq</b> Product Manager, Programmatic Audio Advertising	2016 - Present
	<b>DealerOn</b> Product Manager, Auto Parts Kit Lead	2016 - 2017
	<b>SocialToaster</b> Software Test Engineer, Automation and Integrations	2016 -2016
	<b>Connections Education</b> Automation Engineer, Built C# and Selenium Framework from scratch	2014 - 2016
	<b>The Real News Network</b> Web Developer	2014 - 2015
	<b>Millennial Media</b> QA Engineer, Research and Development	2013- 2014

## ACCOMPLISHMENTS

- ★ Currently Growing AudioStaq users by **30% MOM**, Shows by **43% MOM**, Unique Downloads by **370% MOM**
- ★ **Conceived and launched** AudioStaq's hosting and programmatic advertising platform
- ★ **Roadmapped and launched** DealerOn's Auto Parts Kit ecommerce store for car dealerships to over **25 dealers**
- ★ Built automation framework that reduced bug count by over **46%** and saving an estimated **400+** hours
- ★ Part of team that created "Millennial's Ad Wall", which increased mobile CTR by **200%** during my tenure.
- ★ Extremely versatile when working with cross functional teams to get buy-in from senior management

## EDUCATION

**University of Baltimore, Bachelors**  
Simulation and Digital Entertainment

## SKILLS

- ★ Development: HTML, CSS, Javascript, SQL, C#
- ★ Agile/Scrum Development
- ★ API Integrations
- ★ Business Strategy, Financial Projections
- ★ Product Roadmap, Wireframing, User Flows

## INTEREST

- Video Games
- Podcasting
- Traveling
- Voice Technology
- Beer and Wings

## ARTICLES WRITTEN

[This 14-year-old girl is a hackathon award-winning, mobile game dev](#)

[Unit-e Technologies is trying to make an arcade game for the 21st century](#)