INGA PFLAUMER

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PROFILE

I'm a **Team Leader and JavaScript developer** with strong leadership, communication and management skills, proven track record of leading and organising commercial projects, and a hands-on experience in various fields associated with software development – from software architecture to projects bootstrapping, data analytics, project management and communications.

I am looking for a technical management position with hands-on technical responsibilities and career growth and development opportunities. I am interested in building efficient teams and leveraging modern test-driven development and automation practices to deliver reliable software.

SKILLS

Project Management and Team Leadership	10 years of experience in team leadership in games and web projects: • Hiring and building a team • Establishing efficient development and release processes • Organising and management of working project scope • Horizontal and vertical management to ensure team effectiveness
Web Operations	hands-on knowledge of modern javascript web application ecosystem from development to deployment phases.
Effective Communications	point of contact at the company for partners and external and internal stakeholders, ensuring effective and precise information delivery and management
Public speaking and community work and mentorhsip	active public speaker in Sydney Tech community, advocate for diversity and inclusion in tech, mentor and established public speaker.

CORE TECHNOLOGIES

- **Electron** - advanced. Built production-ready applications with automated pipelines and TDD practices.
- **Node.js -** intermediate. Developed data processing and modelling tools.
- **Jest -** intermediate. Built automation tools and pipelines, applying TDD practices on frontend (React) and backend (Node.js).
- **React** - intermediate. Built client-facing applications and game frontends.
- **Lua -** intermediate. Developed playable games and taught workshops in Lua.
- **Build pipelines** - Jenkins, Travis, static analysis tools, maintenance and deployment.
- **Unity -** beginner. Worked with unity-centric development team organising and assisting them to integrate with QA and development processes.
- **SQL -** beginner. Built production applications on top of MySQL, use Google sql queries daily in the workflow.

COMMUNITY WORK AND PUBLIC SPEAKING

Finalist of YOW! Women in Tech Competition 2017. A mentor for Muses Code JS and Women Who Code. Organiser of Sydney Unity GameDev, Women In Game Development and Get That Game Done meetup groups.

Study groups (organiser and teacher/mentor):

BITVA game project: weekly study group for female developers with no prior experience. Building a PC game with Electron, Node,js and React using TDD on frontend and backend, with the goal of shipping a playable game on Steam. Implemented automatic build pipelines and industry standard practices including code reviews and static analysis tools.
Project on Github: https://github.com/BITVA-Game/bitva-game

Intro To JS and React: weekly study group focusing on front-end technologies, for Russian-speaking female junior developers.
One of the lessons on Github: https://github.com/Rukia3d/IntroToJS-Marvel

Public Speaking:

Web Directions Code Leaders, June 2019 – Building up your Juniors.

Node Sydney, March 2019 – TDD in making games with Electron.

Camp JS 2018, August 2018 – TDD in making games with Electron.
Slides: https://github.com/Rukia3d/Talks-Slides-Workshops/blob/master/CampJS-ELECTRON.pdf

Linux Conference miniconf, January 2018 – Making Games with Electron - game architecture.

Workshops authored and taught by me:

React Patterns and Refactoring, May 2019 – workshop with Women Who Code Sydney. Using a project that communicates with a third-party API, demonstrate common mistakes and refactorings to improve them.

Building a game with Electron Fiddle, November 2019 – workshop with Muses Code JS. Introduction to Electron framework, building a game using web technologies.
Slides: https://github.com/Rukia3d/Talks-Slides-Workshops/blob/master/ElectronFiddle.pdf
Gist: https://gist.github.com/Rukia3d/92dd31ed8e7dc18cc2b3b2add25afa6a

Making Games with Electron, July 2018 – with Women Who Code Sydney. Building a PC game using web technologies like HTML, CSS, Javascript on frontend, and Node,js on backend.
Slides: https://github.com/Rukia3d/Talks-Slides-Workshops/blob/master/CorgeDiceWorkshop.pdf
Project: https://github.com/Rukia3d/CorgiDice

Code a Game with Corona, May 2017 – workshop with Women Who Code Sydney. Building a multi-platform game with Corona Engine in LUA programming language.
Slides: https://github.com/Rukia3d/Talks-Slides-Workshops/blob/master/CorgeDiceWorkshop.pdf
Workshop: https://github.com/Rukia3d/workshopCoronaLua

Workshops hosted by me:

Introduction to JavaScript for beginners, May 2019 – with Muses Code JS.

Introduction to JavaScript for beginners, February 2019 – with Muses Code JS.

WORK EXPERIENCE

Head of QA and Deployment department – 2019 - PRESENT
QA specialist at SMG Studio – 2017 - 2019

- Joined SMG studio in 2017 as QA specialist and has been promoted to a Head of QA and DevOps department in 2019.
- Implemented integrated automated test systems for **Fast & Furious 8** project built with Unium, Unity and Jest. Maintained and supported existing Jenkins pipelines for Fast & Furious 8 project.

- Introduced new release process guidelines, aimed at a more reliable and planned releases. This allowed the team to ship and deploy new versions with more confidence and on schedule.
- Took ownership of the release management and coordination including code merges and deployments.
- Worked as a point of contact with NBCUniversal Media and their teams on the matters related to Fast and Furious releases, localisations and IP compliance.
- Optimised and refactored game economy simulations from Google Script to Node.js and Google Cloud Functions, implemented additional game analysis tools to support the game economy modelling.
- Improved visibility of SMG studio in the local community by organising and running public events inside and outside of studio's workspace.

Founder and Lead developer at AniYou.com — 2014-2017

- Developed a social network and online library for self-published authors and their readers with Laravel framework in PHP
* Organised and supported the user (readers) facing and client (authors) facing services for gathering statistics, analytics and reviews. Built the audience by managing contracts, providing designs, layouts and other services to authors interested in publishing their books online.

Chief Editor and content manager at poker.ru 2008 - 2013

- Develop a website structure and editorial policy, content management activities.
- Discovered and managed authors, ordered and edited website materials, build-editing.
- Worked closely with business partners and advertisers.

Team leader at ROSMAN Publishing house, podrushki.ru 2010 - 2011

- Team management, project and content management. Lead a team of 3 content managers and 2 developers.
- Underage content compliance - with underage audience being the target market, the project was under strict content policies.
- Target market research and analysis, conceptual development of new features and related technical requirements.
- Development of project growth and monetisation strategies.

EDUCATION

RMIT Bachelor of Information Technology with Distinction - December 2018

- As a team leader for Building IT Systems project, led the team to achieve 100% result in developing a network-enabled game with Electron.
- As a team leader for Programming Project, led the team to achieve 97% result in developing Uber-like application for web and mobile.

I also have a degree in Music Theory and Composition (Russia, 2002) and studied creative writing and journalism (2003 - 2011)

INTERESTS

- Test Driven Development techniques and patterns
- Data-driven project ownership
- Cross-platform development and delivery
- Mobile game development
- Increase in participation for women in technology through outreach, advocacy and mentorship options.
- Corgis

LANGUAGES

- Russian - native
- English - fluent
- Greek - basic