

Jijnes Patel

Hoboken, NJ 07030
jijnespatel@gmail.com

- Present** **Electronic Arts, Inc.**
Program Manager
Responsible for management of Global Online Studios next generation application server (C++) for use in online applications and game related servers.
- Develop and direct implementation goals, objectives, procedures.
 - Communication to key partners on program status and feedback
 - Schedule management of program related projects.
 - Coordination with management team; Product Manager, Development Directors, QA Director, and Technical Director to define roadmap, develop requirements, and assign projects.
 - Risk evaluation of program based on individual project status.
 - Provider for and participant in product demonstrations for customers.
 - Provide technical guidance with Technical Director.
 - Define infrastructure requirements and rollout plans.
- 2005-2007** **Development Director**
Responsible for management of an online application development team, specifically targeted at providing services to game development teams.
- Participate and influence online initiatives with EA.
 - Managed a 15 person engineering team; coaching and providing technical guidance.
 - Designed and built Java application servers.
 - Engaged with internal and external parties; Sony, Microsoft, IGN.
 - Participate in infrastructure budgeting; providing solutions to keep operational costs at a minimum.
- 2000-2005** **Software Engineer**
Senior member of the EA Online engineering organization, an organization created to provide online application services to EA.
- Responsible for designing and building Java application servers in a proprietary framework.
 - Outside of customer deliverables, responsible for recognizing framework improvements and implementation.
 - Mentoring responsibilities for team members.
- 1998-2000** **Independent Consultant**
Partnered with local graphic designers to provide business with custom solutions.
- Product and company branding, including printing services.
 - Web application development; BTO stores, product catalogs, MAM solutions.
 - Desktop application development on MacOS.
- 1995-1998** **IPTech, Inc.**
Software Engineer
Client developer for Raster Image Processing software.
- Design and implementation of client application in Java; required to run on MacOS, Windows, and Solaris.
 - Work with customers to implement product extensions.
- 1995-1997** **QA Engineer**
Member of a 10 person QA organization testing Raster Image Processing software.
- Development of test plans.
 - Creation of automated tests, built in Applescript.
 - Execution of tests.

Project Management Style

- Engage to gather requirements.
- Work with Product Manager and Development Manager to prioritize.
- Procure estimates from engineering staff.
- Schedule projects in iterations.
- Execute plan, prove execution by demonstrations.

People Management Style

- Hands-on, prefer to understand people and projects at many levels.
- Regular meetings with staff, to understand morale, goals, and motivation.
- Comfortable managing locally and remote.

Languages, Frameworks, and Tools

- Java, C, C++, Objective C, Ruby, Python.
- Ruby on Rails.
- MySQL, Oracle.
- MacOS X, Linux (RedHat), Windows XP.
- XCode, Eclipse, IntelliJ.

Soft Skills

- Effective written and verbal communicator.
- Effective time management.
- Strong listening skills.
- Capable of managing people in disruptive and challenging situations.

Education

- Computer Engineering, California Polytechnic University (1995-1997).