



# Aaron C. Beaty

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## Objective

Looking for an opportunity to leverage my education and passion for software design to create compelling and profitable software.

## Education

**Bradley University - Peoria, IL**

**2010 - 2014**

Bachelor of Science - Interactive Media Program: Video Game Design - Business Management Minor

3.40 / 4.0 GPA - Cum Laude Honors

## Experience

**Automatic Payroll Systems, Inc — Shreveport, LA**

**2022 - Present**

- ❖ Utilize JIRA backlogs to groom and organize sprints for multiple development teams to deliver software to clients in a timely fashion.
- ❖ Research projects and break discoveries down into manageable stories for development.
- ❖ Provide mockups through design work in Balsamiq, Adobe Illustrator, Adobe XD, and Figma to articulate software requirements.
- ❖ Final sign off between development and product delivery to clients.
- ❖ Work closely with multiple departments to obtain client feedback and groom item requests into projects for development.
- ❖ Organize demos and work closely with management to present new software and obtain feedback prior to client delivery.

**Black Box Intelligence — Dallas, TX**

**2021 - 2022**

- ❖ Successful shipment of a 1.0 legacy platform integration software to clients
- ❖ Utilize Azure DevOps to groom stories, organize sprint ceremonies, and maintain an organized backlog for multiple development teams
- ❖ Break down epics, through research and discovery, into manageable stories for development
- ❖ Provide mockups and user workflows through design work in Figma to articulate software requirements
- ❖ Manage and assess roadmaps through Asana to understand timelines for delivery of software
- ❖ Ensure software delivered by development meets specifications as well as client expectations
- ❖ Work closely with clients to obtain feedback and understanding of pain points

2018 — 2021: Business Analyst II (Product Owner)

- ❖ Utilize JIRA backlogs to groom and organize sprints for multiple development teams to deliver software to clients in a timely fashion.
- ❖ Research projects and break discoveries down into manageable stories for development.
- ❖ Provide mockups through design work in Balsamiq, Adobe Illustrator, Adobe XD, and Figma to articulate software requirements.
- ❖ Final sign off between development and product delivery to clients.
- ❖ Work closely with multiple departments to obtain client feedback and groom item requests into projects for development.
- ❖ Organize demos and work closely with management to present new software and obtain feedback prior to client delivery.

2017 — 2018: Quality Assurance Specialist

- ❖ Ensured software development met specifications for delivery to clients.
- ❖ Thoroughly tested software to ensure development was free of bugs or imperfections.
- ❖ Worked with JIRA software to organize backlogs and prioritize testing.
- ❖ Utilize SQL to research data usage and statistics within the software.

## Skills & Abilities

- ❖ Certified Scrum Product Owner@ (CSPO@), from Scrum Alliance
- ❖ Computer Skills
  - ❖ Atlassian JIRA and Confluence
  - ❖ Azure DevOps
  - ❖ Figma Design & Prototype
  - ❖ Basic SQL Database Queries
  - ❖ Front End Web Development
  - ❖ Microsoft Office: Word, Excel and PowerPoint
  - ❖ Adobe Illustrator and XD
- ❖ Writing Skills
  - Product Requirements
  - Design Documents
- ❖ Leadership
  - ❖ Pi Kappa Phi Risk Management Leader - Spring, 2014
  - ❖ Pi Kappa Phi Chairman of Social Committee - Spring, 2013
  - ❖ Appointed to the Student Advisory Committee, Slane College of Communications and Fine Arts - Fall, 2013 & Spring, 2014

- ❖ Community Service

- ❖ The Ability Experience (Formerly Push America) - The Ability Experience, formerly Push America, is a 501 (c) (3) nonprofit organization that serves people with disabilities

- ❖ Through the Ability Experience I gained the opportunity to build wheelchair accessible decks and ramps for various camps and organizations

- ❖ References

- ❖ Available upon request