

Chuck Portigal, PMP

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Information Technology / Software Development Executive / Project Manager

Creative Professional with many years in the IT, QA and gaming arenas including: Systems Analysis, Development, Project Management, QA Management, Department Management, Sales and Sales Support, Training and Customer Services.

Experienced Team Builder	Deployment / Training / Support	PMP Certification
Innovative problem solver	SDLC / AGILE / SCRUM	Caltech Engineering Management Certification
Negotiator	Customer and Development Facing	PMI Methodology

Professional Experience

Video Gaming Technologies (VGT)

Sr. Project Manager

Dec 2007 to April 2011

- Class II Slot Machine manufacturer with major markets in OK and Mexico.
- Progressive systems, Tournaments, Wide Area Progressives and Mystery Jackpot systems. Worked with my team to overcome issues as they came up and to get the projects in on time with minimum scope creep.
- Development of many new/refresher employee training programs
- Assistance in market evaluation efforts
- Client requirements gathering
- Customer troubleshooting assistance
- Development work was done primarily using C++ and C# and Visual Studio 2010.
- Design work with Enterprise Architect (UML & design tool).

GGG-US

Director of Projects

Feb 2006 to Dec 2007

- Managing projects for gaming equipment testing, Sarbanes Oxley pre-audit, gaming QA work
- Filled Quality Manager role to maintain and enforce internal controls and procedures as well as achieve ISO 17025 certification.

- Assembled, trained and deployed a team of QA testers to supplement a customer QA department. This was an intense client sales support and negotiation role as well as a technical one.

Contract Work

MGM / Mirage

June 2005 – Jan 2006

- Coolsigns Digital Signage – Treasure Island Pilot
- Event Pro Upgrade – Mandalay Bay
- Slot Floor Upgrade – Monte Carlo
- SpaSoft Upgrade – Luxor
- Timberline Install – Project City Center
- Title 31 Software evaluation
- Odyssey Software Install - MGM

Schwan's Foods

June 2004 – May 2005

Major Projects:

- Bill Me Later – Agile project to incorporate the BML functionality in the field
- Texas Dept of Transportation International Registration Plan (IRP)
- OnBase Document Imaging
- Various report development projects
- Weekly presentation to upper management regarding status of projects

Sierra Design Group

Staff Engineer / Project Manager

2002 to 2004

- Integration of 3rd party player tracking systems (IGT, Casino Marketplace, Multimedia, Oasis) to the SDG back end using a single code base. Estimated annual savings projected at \$30,000
- Managed a bill counting interface project that allowed the collection of data from third party bill counting equipment suppliers (Glory, G&D, Cummins) to be compared with system data to make sure the amount of money physically counted was what the system reported.

Director of Software

1998 to 2002

- Directed development of first commercial lottery based ticket in / ticket out slot system for California Indian Tribes.
- Directed enhancement of the system above to conform to the Washington State Native American casinos

- Led development of class 2 (Bingo Based) slot systems.
- Ran QA Department for 1 year
- Ran IT Department for 6 months
- Considerable negotiations with the Tribal customers to assure that we had a win-win when the product was delivered.
- Directed training of casino floor staff and management
- Interfaced with WA State Gaming Control Board to assure product compliance
- Extensive customer requirements gathering

International Game Technology (IGT)

Manager of Database Products

1992 to 1998

- Hired, trained and managed team of 15 database engineers
- Worked on many projects simultaneously. Exceptional time management and prioritization capabilities.
- Installation of the IGT casino management system (IGS) and conversion of legacy data in all the President Casino properties.
- Appointed the liaison and IGT project manager on a joint venture between IGT and GTech (world's largest lottery vendor). Sybase and SQL integration project.
- Managed due diligence project preparing for acquisition by IGT of a company possessing a strategic software product. Interfaced and coordinated with multiple departments within IGT and multiple vendors. The results of the due diligence effort was that the company was deemed to be of value and was ultimately purchased by IGT.

Certifications

- PMP, PMI, Seattle, WA
- Caltech Engineering Management Program
- FL Real Estate License

Education

Camosun College – Victoria BC – Biology (1976/77)

University of Victoria – Victoria BC – Pre-Medicine (1978)