

Hunter Marshall's Project Portfolio

- HJMARSHALL18@GMAIL.COM
- [LINKEDIN](#)



Digital OPPM Investment

Ameren 2022

The Digital OPPM Investment project focused on improving the functionality of the Oracle Primavera Portfolio Management (OPPM) system for all Digital teams at Ameren. The project included the development of new features and updates to existing ones, with the aim of improving processes for the Integrated Long Term Planning, PMO, VMO, and Financial Services Teams. The project had three milestones: OPPM Configuration Changes, Work Order Creation Process & UIP Integration, and Business Case Gate Process Workflow. The project timeline ran from January 2, 2022 to December 23, 2022, with the resources for the project including Ameren and consultant resources, as well as a vendor team. The budget for the project was \$500,000. The project faced initial challenges as the team was new to Agile methodologies, but these were addressed through agile training and the establishment of a backlog. The vendor was impressed with the project and requested to replicate it in future partnerships with the company.

The objectives of the project included improving awareness and accountability of the Business Case/Planning process, enhancing decision-making for the company as a whole, creating Business Cases that adhere to current PMOG and Audit Standards, increasing visibility and accessibility of Digital Business Cases and 5-year Roadmaps to Digital/Business Representatives, establishing OPPM as the single source of truth for all Capital Investment details, and strengthening Business Partner relationships.

In terms of deliverables, the first milestone of the project, OPPM Configuration Changes, included updates and reconfigurations to the current OPPM Business Case Forms to increase detail and relevance, the creation of a updated list of Digital Labor Types that align with the current Digital Organization, the configuration and setup of new Quality/Validation Checks within the Business Case Form to improve completeness, and the development and maintenance of a backlog of new Visualizations/Reports for implementation in PowerBi.

The second milestone, Work Order Creation Process & UIP Integration, involved updates and reconfigurations to the current OPPM Business Case Forms for Work Order Creation/Budget Load Process/UIP Integration, the development of new integrations to enable Work Order creation and updates in Power Plan and UIP, and the creation of new automations for automating the Budget Upload process from OPPM to UIP.

The third milestone, Business Case Gate Process Workflow, included the implementation and configuration of a workflow process for Business Case Approvals, Yearly Budget creations, Emerging Demand requests, and Project Charter, the development and maintenance of a backlog of new Visualizations/Reports for implementation in PowerBi, updates and reconfigurations to current OPPM Business Case Forms for new Reports, and updates and reconfigurations to OPPM Scorecards to provide data for new/updated reports/visualizations in PowerBi.

Overall, the Digital OPPM Investment project was a comprehensive effort to improve the efficiency and functionality of the OPPM system for Digital teams at Ameren, with a focus on increasing transparency, accountability, and decision-making capabilities within the company. The project faced initial challenges in terms of team familiarity with Agile methodologies, but these were successfully addressed and the project ultimately resulted in the creation of one of the best Agile Teams the vendor had seen at Ameren. This level of success and innovation is sure to impress potential employers.

EIS Integrations Investment 2022

Ameren 2022

Overview: This project aimed to build a secure cloud integration framework, automate the on-premises integration platform, and deploy usage monitoring for future cost optimization and chargeback metrics. The existing testing tool suite was also expanded to include functional and performance testing that could be incorporated into the automated pipeline. The delivery method was a combination of Waterfall and Agile, with multiple teams working on various initiatives. The Organizational Change Management (OCM) scale for this project was 100-500 employees.

Scope: The objectives of this project included enabling the Integration Services team to offer improved infrastructure scaling and quick deployment of environments and APIs, as well as improving usage metrics and collaboration between integration developers and the MuleSoft platform. The project also aimed to modernize the sharing of states and data across CloudHub applications, automate code reviews of MuleSoft applications, and implement automated testing as part of the CI/CD pipeline. Other objectives included establishing standards for performance engineering, optimizing test environments, and virtualizing external services.

Project Deliverables: Some of the key deliverables for this project included the implementation of F5 proxy enhancements for cyber hardening, the rollout of MuleSoft Runtime Fabric technology for on-premises APIs, the rollout of the Enterprise Integration Services' production usage of the Enterprise Vault solution, the rollout of new integration chargeback and usage data, improved developer collaboration and engagement with personalized digital experiences, upgraded capabilities for shared states and data between CloudHub applications, the implementation of SonarQube for Mule applications, and repeatable functional and performance test scripts.

Timeline: The project began in January 2022 and ended in December 2022. Major milestones included the integration of CI/CD with SonarQube, the deployment of MuleSoft Service Mesh, the rollout of Anypoint Community Manager to external vendors and Ameren developers, and the deployment of enhanced monitoring and alerting solutions.

Resources: The project was supported by a team of 56 Ameren resources, including architects, software engineers, Scrum Masters, and product owners. Vendor resources included 6 from MuleSoft and 7 from Accenture. The total budget for the project was \$1.6 million.

Challenges: One of the main challenges of this project was managing multiple initiatives and teams simultaneously, which required a clear roadmap and schedule. There was also a lack of communication with stakeholders and between teams due to the absence of a Project Manager in the second quarter. However, once a Project Manager was appointed, processes were put in place to improve transparency and communication.

Results: The team was able to complete all the initiatives and deliverables as planned, significantly improving the integration capabilities of Ameren.

Conclusion: The EIS Integrations Investment 2022 project was a major undertaking that touched many areas of the organization. The key lesson learned was the importance of having a clear roadmap and clear communication from the start of the project in order to manage multiple initiatives and teams effectively.

EIS Integrations Investment 2021

Ameren 2021

As part of the EIS Integrations Investment 2021 project, I was responsible for building a secure cloud integration framework, automating the premise integrations platform, and implementing usage monitoring for future cost optimization and chargeback metrics. I also expanded the existing testing tool suite to include functional testing that could be incorporated into the automated pipeline.

The project was delivered using a combination of Waterfall and agile methodologies and involved organizational change management for a team of 100-500 employees. The main objectives of the project were to improve the integration services capabilities, increase transparency and usage metrics, enhance collaboration and engagement within the Ameren API ecosystem, and upgrade shared states and data across the CloudHub platform.

The project deliverables included the implementation of F5 proxy enhancements, the rollout of MuleSoft Runtime Fabric technology, the introduction of a new enterprise vault solution, and the implementation of chargeback/showback usage data. I also helped improve integration developer collaboration and engagement with personalized digital experiences and implemented SonarQube for Mule applications. We created repeatable functional and performance test scripts for APIs, and implemented SmartBear ServiceV for virtualized external dependencies.

The scope of the project included Enterprise Integration Services, the purchase of MuleSoft entitlements, the acquisition of necessary hardware, and the development of a currency/patching strategy. The project timeline spanned several months, with regular updates provided to stakeholders throughout the process.

Overall, the EIS Integrations Investment 2021 project was a success, delivering improved capabilities and transparency for our business partners, as well as modernized and upgraded features for the CloudHub platform. My contributions to the project included building a secure cloud integration framework, implementing usage monitoring, expanding the testing tool suite, and creating repeatable test scripts. I am confident that the skills and experience I gained from this project make me a valuable asset to any future employer.

AMI AIC Voltage Optimization

Ameren 2021 - 2022

The AMI AIC Voltage Optimization project was initiated in response to increasing network traffic that threatened to disrupt the AMI system. The project aimed to bolster network capacity by adding servers and configuring them for a new integration with vendor Dominion Voltage, Inc (DVI). The goal of the integration was to set meters to send in reads every 15 minutes, which would reduce network traffic and improve the timing of data delivery to DVI for voltage analysis. The project was delivered using the Waterfall method and had a scope that included the development of a new L&G Design (Adapter, Infrastructure, and Field Network), the installation of new Aux Servers, and the expansion of the Field Network Design to bring it in line with the SMP Field Network Design. The project ran from November 2, 2020 to December 30, 2022 and required the use of 51 Ameren/consultant resources and vendor resources from L&G and DVI. The budget for the project was \$690k. One challenge faced during the project was a delay in hardware delivery due to the pandemic, but otherwise the project proceeded smoothly. The project was successful in achieving its goals, with the new DVI integration allowing for a reduction in network traffic and improved timing of data delivery. One lesson learned during the project was the importance of double-checking that all pieces of testing are accounted for.

Microsoft Enterprise Agreement Renewal

Ameren 2021

Overview: This project involved the renewal of the Microsoft Enterprise Agreement for all Microsoft software and services in use at Ameren. The goal was to secure cost-effective licensing while maximizing the benefits of the agreement. The renewal provided Ameren with the rights to use and consume Microsoft software solutions and services.

Delivery Method: Waterfall Organizational Change Management (OCM) Scale: <100 Employees & small overall change

Scope: The scope of the project included all Microsoft software and services, with the objective of acquiring a 5-year Microsoft E5 Licensing Agreement. The project deliverables included the signed Microsoft Enterprise Agreement.

Timeline: The project began with planning in January 2021 and included product and services discovery, final product and services determination, contract preparation, contract negotiations, and processing of the contract. The Microsoft Enterprise Agreement was signed on June 25, 2021, with ongoing maintenance and the addition of additional licenses.

Resources: Ameren resources for the project included 78 employees from various departments that use Microsoft products and services, including Legal, the Project Management Office, the Vendor Management Office, Cybersecurity, Networking, Customer, Field & Grid, and Supply Chain. Additionally, the project utilized three resources from vendor ClearEdge, which specializes in guiding companies through the process of Microsoft Enterprise Agreements, and five resources from Microsoft. The total budget for the project was \$27 million.

Challenges: One of the challenges faced during the project was the tight timeline, as the current agreement was set to expire at the end of May. The team addressed this challenge by securing resources up front and expressing the urgency of the situation. They worked quickly to secure demos with Microsoft, determine the desired products and services, and negotiate the terms of the agreement with the help of vendor ClearEdge.

Results: The team was successful in securing the Microsoft E5 Licensing Agreement under budget, at a cost of \$19.9 million.

Conclusion: This project taught me the best practices for managing a licensing purchase for a large company, including managing resources, determining the necessary products and services, and negotiating effectively with Microsoft. As a result of the project, Ameren was able to renew its licensing agreement and add additional products and services.

Role: Project Manager

Edify is a digital textbook platform that has a clean, simply layout and navigation. It allows students and instructors to highlight text and take notes while they are learning, as well as take quizzes.

As the project manager, I was responsible for the entire software development lifecycle.

Catalog and Course Management

Stukent

Role: Project Manager

Stukent is an Ed Tech company that provides marketing Higher Education and High School instructors with simulations, up-to-date textbooks, and real-world tools for their classroom. The catalog was a complete redesign with new features that showcase the products they have to offer. This application brought the company to increased revenue before a sales agent was even involved. The Stukent Catalog allowed them to be flexible with the needs of their different customers, easily track potential customers, and get their customers set up and ready to go in no time at all. It also allowed instructors and students to easily access other products so they can quickly start learning.

Catalog: www.stukent.comInstructor

Instant Access: Just click on the Get Instant Access button on this page.

Role: Project Manager / Product Owner

Learning Management Systems are platforms used by schools to manage their classes. They allow students to see what work they need to get done each week, allow instructors to manage their class, and record grades, just to name a few features. Some of the most common LMS platforms are Canvas, Blackboard, Brightspace, and Moodle.

As a PM and Product Owner, I was in charge of setting the vision for allowing Stukent to integrate with the 4 LMS platforms mentioned above. This allowed for Single capabilities as well as sending student's work and grades from Stukent to the LMS, which saved a lot of time for instructors.

[Learn More About Stukent's LMS Integrations](#)

Mimic App Platform

Stukent

Role: Product Manager / Product Owner

The Mimic App Platform is the framework used by new simulations being developed at Stukent. It allowed Stukent to build new 5 stimulations a quarter compared to 1 simulation ever 18 months as they were currently doing. Components and elements were built that a non-technical employee could simply add to a new simulations and manage all the configurations without needing the help of a developer, unless they wanted new elements built. This platform allowed for very rapid development of new simulations for Stukent.

As a Product Manager/Product Owner at Stukent, I was in charge of setting the vision for the Mimic App Platform and leading the development team to build the framework to achieve the goal of building simulations faster, and it was a success. The Product Development team proved this by building 4 working mini simulations in just two days. This really changed the CEO's perspective on what Stukent could accomplished and forced him to set higher goals for the company when it came to Simulation development.

[See Examples](#)



Role: Project Manager / Product Owner

Mimic Analytics is a Stukent simulation designed to teach students real-world analytics.

Mimic Analytics puts students in the driver's seat of analyzing real-world data sets and solving real-world problems. This hands-on learning approach get students prepared for their future job in the business world.

Mimic Analytics lets students practice analysis and decision-making using data from multiple sources, including first-party data, third-party data, customer cookies, and A/B testing results. Students progress from small- to large-scale datasets as they progress in the simulation. Each round features new analytics tools for them to learn and practice using.

Mimic Analytics trains students to make evidence-based decisions. They manage a marketing budget and adjust their approach in each round based on the analysis of the data. Data-driven decision making is emphasized, and students are required to justify their strategy, account for their results, and adjust their strategy accordingly.

This was one of the first simulations built on the Mimic App Platform that that I managed. For this specific project, I was involved in managing the creation of new components for the front-end as well as updates to the simulation engine that performed tasks like grading for the students.

https://www.youtube.com/watch?v=9y0qaQHj_WU

Other Links

- [Learn More About Mimic Analytics](#)

Role: Project Manager / Product Owner

Mimic Social is a Social Media Marketing simulation that has been used by tens of thousands of students across the world.

Students are able to run social media ad campaigns with over \$50,000 or more in simulated ad dollars. With \$5,000 budgeted per round, students will learn how to allocate their budgets to each platform.

Students use a variety of paid owned and earned media to build social media campaigns. They will also be able to perform demographic targeting and choose between a variety of social platforms such as Facebook, Instagram, or Twitter to implement their strategy.

In this simulation, students are able to analyze results from the previous rounds decisions on the analytics tab. Students will also be required to answer questions based on their results and adjust their strategy.

Other Links

- [Learn More About Mimic Social](#)

Mimic Social Influencer

Stukent

Role: Project Manager / Product Owner

Mimic Social Influencer is an update to the Mimic Social Simulation that allows students to have access to multiple types of Influencers. Each Influencer has a profile describing their platform specialties and audience demographics. It is up to the students to determine what Influencer is the best candidate for the brand.

For this specific project, I was involved in managing the creation of new components for the front-end as well as updates to the simulation engine that performed tasks like grading for the students.

<https://www.youtube.com/watch?v=F4AGwYWAd8>

Other Links

- [*Learn More About Mimic Social*](#)