

## Experience

### Senior Software Engineer

Aug. 2024 — Present

Reveleer, Portland, OR

- Architect migration of monolithic systems from EC2 Windows servers to EKS with Fargate.
- Foster modern build & deploy processes with DevOps to create reusable and maintainable deploy systems.
- Facilitate technical work breakdown and review code contributions from numerous team members.

### Senior Backend Engineer

Jan. 2022 — Aug. 2024

Driveway.com, Portland, OR

- Lead the design and implementation of complex software systems, providing technical expertise and guidance to junior team members.
- Oversee technical strategy, evaluating and selecting frameworks and tools to optimize system performance and maintainability.
- Mentor team members, conduct training sessions, and promote best practices to foster a culture of excellence and innovation.

### Backend Engineer

Feb. 2020 — Jan. 2022

Driveway.com, Portland, OR

- Develop and maintain software applications, ensuring adherence to project timelines and quality standards.
- Collaborate with cross-functional teams to gather requirements, design solutions, and implement features.
- Conduct code reviews, identify areas for optimization, and contribute to the continuous improvement of development processes.


### Full Stack Software Engineer

Nov. 2017 — Feb. 2020


EVRAZ North America, Portland, OR

- Update and improve desktop, terminal, and web applications.
- Maintain monolithic legacy steel mill software tools for internal and external users.
- Collaborate with developers and customers to gather requirements and centralize business knowledge.

## Personal Projects and Accomplishments

**Ready-Bot:**  A ready-check bot for Discord servers.

- Built using the Discord4J framework, verified by Discord, and active in 700+ unique Discord servers.
- Deployed to Linode with automatic builds via GitHub & Jenkins.
- Integrates with MongoDB for persistent and redundant storage.

**API-Scout:**  Mac native API testing tool.

- Built using in Swift with SwiftUI.
- Made as an exercise in both Swift and Mac native software development.

### Miscellaneous:

- Able to solve a 3×3 puzzle cube, best solve time 57 seconds.
- Proficient in 8 musical instruments.
- Eagle Scout, BSA.

## Technical Skills

**Languages/Frameworks:** Java, Kotlin, Spring, GraphQL, Typescript, Angular, Swift, Python, C, C#, OpenGL

**Tools:** Azure, AWS, Docker, Kubernetes, Git, SQL, NoSQL, Unix, Shell, Jenkins, Maven, Gradle

## Education

**B.S. Computer Science, Mathematics Minor**

2013 - 2017

University of Portland, Portland, OR