

EDUCATION

- **Olivet Nazarene University** Bourbonnais, IL
BA in Computer Science *September 2011 - May 2015*

EXPERIENCE

- **OCLC** Dublin, OH
Software Engineer - Identity Management Team *Sept. 2018 - Present*
 - Working to convert Spring based applications to Spring Boot for a more consistent project structure for all of our applications.
 - Working with our UI/UX team to implement a new Material Design interface for a login flow for one of our applications. This Material Design refactor will also reach other applications that my team controls providing a modern UI/UX to end users.
 - Working with team members to move an application to ES6/TypeScript and adopt modern frontend tooling and processes.
 - Eliminating dependencies on JQuery and YUI.js allows us to ship much less code to an end user(from 30-40kb to just under 8kb). This provides a better user experience for end users using mobile devices in spotty network conditions.
- **Root Inc.** Sylvania, OH
Software Developer *Sept. 2015 - Sept. 2018*
 - Lead the rewriting of custom grunt plugins to work with a webpack build system for our SPA framework. Utilizing webpack allowed us be consistent with the rest of our team's tech stacks for various projects
 - Lead the development to rebuild our jQuery SPA framework in ES6/Webpack instead of jQuery/Grunt.
 - Worked with a team(also solo) to develop SPA apps for clients.
 - Worked with a team of developers to updates and add features to internal Node JS applications for our development team

PROJECTS

- **ITF Taekwondo App** A reference app for android that lists all of the patterns in ITF Taekwondo for easy lookup.
- **Wikipedia Summaries** React/Go app that gives you the Wikipedia summary for topics or words that you enter.
- **Daily Programmer Challenge App** A React/Express web app that pulls a random challenge from r/dailyprogrammer on Reddit Utilizes a javascript wrapper for Reddit's API(snoowrap)
- **Personal Site/blog** A personal site and blog with a static generator that I developed written in Rust
- **OEG** Oil Exploration Game Software for the ONU Geology Department. The purpose of this project(and the class) was to learn how to effectively work within a team of developers Worked with a legacy a Java client/server game built by a previous class. Managed and estimated time requirements for new features. Contributed to documentation and finding tools to use. Tested new features

LANGUAGES AND TECHNOLOGIES

- **Languages:** Javascript, HTML, CSS, Java **Technologies:** React, Webpack, JQuery, Postgres SQL
Operating systems: Windows, MacOS, Linux