
Technical Skills

Front-End: Javascript ES6+, React, Redux, Redux-Sagas, Typescript, HTML5, CSS3, SASS, Styled Components, UI/UX
Back-End: Node.js, Express, MongoDB, Mongoose.js, Mysql, Sequelize, Amazon Web Services, Docker, Restful APIs
Other: Git, Mocha/Chai, Linux, Jest/Enzyme, CircleCI, automation, Web Development, Webpack/Babel, Jenkins

Experience

Galvanize Inc. — Denver, CO (remote)
Frontend Software Engineer

June 2020 -
Aug 2020

- Led a frontend redesign focused on material design, performance, and reusability, reducing code by 20%
- Utilized memory profiler, Chrome Dev Tools, and a solution using Ruby on Rails and lazy load to reduce page load times from as much as 12s to less than 224ms
- Reduced the latency of search/filter from 500ms to less than 100ms using debounce and memoization
- Addressed tab order and other accessibility issues to improve Lighthouse accessibility score to over 90

Pix System — San Francisco, CA
Software Engineer

Oct 2019 -
May 2020

- Spearheaded new features in React and used agile methodologies to decrease time to release by 50%
- Achieved a 75% reduction in the latency of sorting in Ag-Grid by implementing Reselect and Re-reselect
- Maximized browser support and debugged DRM and adaptive streaming issues in HLS and DASH
- Used ngRedux and Redux-sagas to solve state and life-cycle issues between new and old parts of the app, reducing bugs and needed maintenance and accelerating the development of new features

Shed LA/ Tool of North America — Santa Monica, CA
VFX Artist and AR/VR Mobile Developer

Mar 2017 -
Mar 2019

- Consulted producing team and clients on AR technologies and best practices and implemented different AR technologies based on project needs and requirements
 - Optimized 3D assets using Maya 3d and Meshlab to reduce app size by 71%, improving performance
 - Built AR prototype apps using C# and Unity3d used to win bids from Adidas, Coca-Cola, and others
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Projects

Nottingham A stock trading web app

Technologies Used: AWS EC2, Postgresql, Redis, Nginx, New Relic, Loader.io

- ❖ Deployed app to AWS EC2 instances and used Loader.io to test performance and load handling
- ❖ Increased RPS from 400 to 2100 with a latency of less than 200 ms by scaling services horizontally using Nginx as a load balancer
- ❖ Implemented cluster modules to optimize Node performance
- ❖ Used Artillery, New Relic, and loader.io to stress service and analyze and optimize performance
- ❖ Increased query speeds by 90% by optimizing database configuration and data shape

Vapor A full-stack video game web store

Technologies Used: React, Mysql, Express, Node, Webpack, Docker, AWS EC2, Javascript, Github, Babel

- ❖ Designed a RESTful api to elegantly represent resource relationships and serve requests efficiently
 - ❖ Achieved a speed score of 98 from Pagespeed Insights by minimizing the number of needed server requests and reducing bundle size by 60% using Webpack
 - ❖ Spearheaded adoption of styled components to ensure component compatibility and style cohesion
 - ❖ Implemented a micro-services architecture to increase team efficiency and product scalability
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Education

Hack Reactor, Advanced Software Engineering Immersive Program

April 2019

Santa Clara University, Santa Clara, B.A. in Communications with a Digital Filmmaking Emphasis

June 2012
