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##Technical Skills

**Expert** : JavaScript, Git, Angular.js, Hapi.js, Express.js, Node.js, CoreOS, Docker, jQuery, SASS, css, Gulp

**Experienced** : CoffeeScript, Python, Flask, scikit-learn, scikit-image, D3.js, Famo.us, Backbone.js, Markdown, Bash

**Basic** : Hadoop, Mahout, Java, C++, Labview, MATLAB, awk

##Relevant Experience

### Technical Machine - Web Engineer **Present**

- Built shop.technical.io from scratch using Hapi.js, jQuery, jade, and Object Oriented CSS with Sass.
- Automated deployment with heroku-like capabilities using Ansible and git.
- Used D3.js and Angular to construct data visualization and geo-clustering (https://github.com/HarleyKwyn/Geo-Cluster) for market targeting.

###Uber - Internal Tools Engineer **2014**

- Integrated support tools into the existing Python/Postgres API to efficiently gather data about individual support tickets.
- Built a user interface for support workers to seamlessly respond to requests.
- Got up to speed with 5 different code bases within the first month and committed code to further the support team's effectiveness.

###Node.js - TCP/IP bridge server for Live Poker Gaming **2014**

- Built Node.js server to bridge HTML5, and iPhone client to communicate via JSON to TCP/IP server
- Using socket.io for speed and reliability per client specification.
- Implimented end points for Facebook Oauth and various payment systems i.e. paypal, venmo, stripe.

###Full-Stack Software Engineer --- Visualizer Interpreter **2014**

- Engineered visualizations for instantaneous scope and variable values based on an open source JavaScript interpreter
- Designed an intuitive and user friendly interface through user testing to simplify a complex on-line debugging tool
- Integrated on-line text editor using Angular and Github API to load, submit, and edit code with gists to enhance user experience
- Re-factored prototype code to a modularized architecture in Angular to allow for continued development

###Data Engineer, Machine Learning --- Galaxy Quest **2014**

- Designed machine learning work-flow in Python using scikit-learn and scikit-image and addressed memory usage issues
- Primary distributed computing engineer with Hadoop, Mahout and Python leveraging a super computer to find the optimal algorithm
- Achieved a final root mean squared error (RMSE) of 0.12310, coming in 120th place out of 329 teams

###Node.js Engineer --- Live Poker Gaming Server Contract **2014**

- Built Node.js server, to handle real time gaming communication via JSON based client to a TCP/IP based server
- Interpreted code developed by previous engineers to design and integrate new node.js bridge server using socket.io

###Python API Engineer --- Semantic Similarity as a Service

- Constructed RESTful API for making custom search engines based on Semantic Similarity as a tool for developers
- Solved problems with persistence and lazy loading of searches for large databases using CoreOS and Docker

###Front-End Software Engineer --- 20.48 (2048 Rebuilt in Famo.us) **2014**

- Built complex 3D animations for enriched user experience, leveraging the Famo.us framework
- Learned Famo.us (https://famo.us) and ported the 2048 JavaScript engine to the framework in one week with limited documentation

###University of California, Merced

**Java Computer Science Tutor** **2012 - 2013**

- Brought clarity and understanding of Java and computer science to classes of 100+ undergraduate students.

**Nano-materials Modeling Engineer** **2010 - 2011**

- Designed and implemented algorithm to generate data for silica nano-springs from a bulk data text file using AWK (http://en.wikipedia.org/wiki/AWK)

##Other Experience

**Mission Bit Technical Mentor** **2014**

Mentored interns from local high schools at Hack Reactor teaching JavaScript, Firebase and jQuery best practices

**Student Computer Lab Technician** **2008 - 2011**

- Managed and maintained 60 computers and trained users on basic operations in Windows, Mac or Linux operating systems

**Terrestrial Drone Engineer** **2008**

- Utilized Arduino's servo interface successfully without documentation with Java interface.

**Physics and Materials Science Teaching Assistantship** **2013**

Cultivated understanding of Physics through real world examples using wolfram-alpha **Center of Integrated Nano-mechanical Systems REU** **2012**

Two time recipient. UC Berkeley, and UC Merced. Developed and characterized carbon based nano-devices. **Engineering Projects in Community Service** **2009**

Constructed a working space elevator model, with a team of 17 engineers, for Castle Science and Technology Center **Laser Research** **2009**

Constructed a working space elevator model, with a team of 17 engineers, for Castle Science and Technology Center

##Education

**Software Engineering** Hack Reactor **Completed April 2014**

**Hacker in Residence Program.** Hack Reactor **Completed July 2014**

**B.S. Materials Science and Engineering** University of California, Merced **Completed December 2012**

Relevant courses: Java, C++, Statistics. Multiple academic award recipient.

##Personal Interest

I have a high degree of self-awareness and enjoy hiking, meditation, Olympic lifting, nootropics, quantified self, clean eating, coffee, and grass-fed butter. I love disruptive technologies and businesses; I'm an early adopter of Coin and I have a Ripple wallet.