

EMPLOYMENT

MICROSOFT

Software Development Engineer II (Edge Browser)

Feb. 2020 to Current

- Improving the cross-platform accessibility experience (e.g. screen readers, braille, voice) for browser experiences
- Owning the user experience effort to get Edge shipped on Linux
- Working on new design and interaction patterns for dual screen devices
- Collaborating and contributing to the open source Chromium community

Software Development Engineer (Releases and Delivery)

July 2019 to Feb. 2020

- Lead the frontend design/architecture of a V0 product that shipped to the general audience with over 40M DAU
- Lead the design and delivered the mobile experience by conducting user research studies and in-product experiments increasing NPS by 14 points
- Lead the effort for enabling dark mode and generalized theming in the design system to enable feature teams to focus on their differentiators

NASA JET PROPULSION LABORATORY

Software Engineer

Mar. 2019 to July 2019

- Designed and implemented a generalized design system for NASA missions focusing on interoperability across UI frameworks
- Developed a full fledged interactive development environment for spacecraft programming with differentiators such as: real-time collaboration using operation-based CRDTs and code completion
- Created a compiler microservice for spacecraft programming language that is adopted at 4 NASA centers for ongoing and future missions

UNIVERSITY OF CALIFORNIA, RIVERSIDE

Web Developer

Mar. 2016 to Mar. 2019

- Developed a content management system and frontend that is now used for the University's web presence focusing on accessibility, localization, and low performing devices
- Conducted user research, designed mockups, and implemented web sites for research labs, faculty, and ad-hoc events
- Lead the full stack development of an AI-powered web application now used at over 6 museums across the United States

AT&T

Data Scientist Intern

June 2018 to Sept. 2018

- Created models for reducing customer churn by 4%, reducing costs of closed-captioning pipeline by 37%, and improving user click-through rate by 26%
- Designed dynamic visualizations to support business decisions made by the senior leadership team
- Created a web application to help support call operators reduce their time-to-resolution by 74%

THE AEROSPACE CORPORATION

Software Engineer Intern

June 2017 to Feb. 2018

NASA JET PROPULSION LABORATORY

Data Scientist Intern

June 2016 to Sept. 2016

NASA JET PROPULSION LABORATORY

Software Engineer Intern

Sept. 2016 to Dec. 2016

AMAZON

User Experience Design Intern

July 2015 to Sept. 2015

SKILLS

PROGRAMMING LANGUAGES: Typescript, Javascript, Python, HTML, CSS, C++

TECHNOLOGIES/FRAMEWORKS: Git, React, Redux, Gatsby.js, Node, GraphQL, MySQL/PostgreSQL, MongoDB, Docker, Azure, D3, Jest/Enzyme, Progressive Web Apps, GN/Ninja, MSAA/UIA, P5.js/WebGL

SOFTWARE: Blender/Fusion 360, Photoshop/Sketch/Figma, After Effects/Premiere, Tableau/PowerBI