

Results-driven Software Engineer with over 4 years of experience in delivering high-impact solutions across diverse platforms. Adept at enhancing user experiences, leading cross-functional teams, and driving product innovation, with a proven track record of elevating user engagement and satisfaction. Demonstrated expertise in developing and optimizing frontend systems, implementing A/B testing frameworks, and successfully transitioning complex projects from concept to completion.

PROFESSIONAL EXPERIENCE

Senior Associate Software Engineer | Capital One

January 2022 - Present

- Maintained homepage, dashboard, and asset search pages for high-visibility areas of an internal digital asset management site, serving as primary point of contact for issue resolution and ensuring seamless functionality
- Optimized user interactions and aligned platform improvements with business needs for digital asset management site used by 12,000 daily active users (DAU), resulting in higher user satisfaction and platform efficiency
- Facilitated successful transition of task management app from Figma to user-facing prototype, enabling effective user testing and design iteration, which led to timely shipping of product with high customer satisfaction
- Supervised efforts to enhance test coverage across 100% of team's applications, collaborating with engineers to meet new platform standards, resulting in improved code quality and stakeholder satisfaction

Software Engineer II | Lumos Labs

August 2020 - December 2021

- Designed and implemented robust A/B testing framework that informed critical product decisions, leading to 13% increase in daily active users (DAU) and enabling more confident, data-driven enhancements
- Engineered daily streak system that increased user retention and engagement by 9%, driving sustained growth in DAU by incentivizing daily app usage
- Spearheaded design, development, and successful launch of Figment (new Lumosity product), overseeing its journey from concept to App Store, and contributing to company's product portfolio expansion
- Improved new user experience (UX) flow, resulting in 12% increase in Day 1 returning users by strategically optimizing onboarding processes and enhancing first impressions

Software Engineer I | Lumos Labs

May 2019 - August 2020

- Oversaw development and release of standalone version of Lumosity's most popular game to App Store, expanding product's reach and driving new user acquisition
- Implemented crucial bug fixes and feature enhancements for eight live games, ensuring continuous improvement, minimizing downtime, and maintaining high levels of user satisfaction and app performance

EDUCATION

Bachelor of Science in Computer Science (Computer Game Design), University of California, Santa Cruz

CORE COMPETENCIES

Software Architecture, Full Stack Development, Agile Methodologies, API Development & Integration, Code Review & Quality Assurance, Test-Driven Development (TDD), Continuous Integration & Continuous Deployment (CI/CD), System Scalability & Performance Tuning, Cloud Computing, User Experience (UX) Design, Debugging & Troubleshooting, Team Leadership

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, C#

Frameworks & Libraries: React, Angular, NodeJS

Game Engines: Unity, Unreal Engine

Version Control: Git