

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

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#### Senior Associate Software Engineer | Capital One

January 2022 - October 2024

- 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

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Bachelor of Science in Computer Science, University of California: Santa Cruz

2014 - 2018

### CORE COMPETENCIES

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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

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**Programming Languages:** JavaScript, TypeScript, C#

**Frameworks & Libraries:** React, Angular, NodeJS

**Game Engines:** Unity, Unreal Engine

**Version Control:** Git