

## TECHNICAL SKILLS

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JavaScript ES6+, Git, HTML/CSS, Svelte, React (+Hooks and Router), Redux(+Hooks, Thunk, and Toolkit), SQL, NoSQL, Node.js, Express, Webpack, AWS(EC2, S3, ACM), D3, Electron, CodeMirror, Docker, RESTful API's, bcrypt, TypeScript, Jest, PostgreSQL, DOM Manipulation, Systems Design, SDLC, JWT, Object Oriented Programming, GitHub

## EXPERIENCE

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### Codesmith

#### Software Engineer

2022 – Present

- Facilitated code review with junior engineers to ensure adherence to best practices, led team whiteboarding and code walk-through sessions, and gave project execution advice to foster technical and professional development.
- Delivered one-on-one mentoring on full-stack development principles, including DOM manipulation, state management, authorization with JWT and bcrypt, client-server architecture, REST API work, and SDLC patterns including MVC, Flux, and TDD.
- Led instructional workshops on software development fundamentals such as asynchronous JavaScript, data structures, React, Redux, Node, Express, SQL & NoSQL databases, AWS, and CI/CD to efficiently onboard over 400+ developers a year.
- Introduced Typescript to junior engineers according to industry trends as a means of catching type related errors during compile time as well as providing type safety to make code refactoring and maintenance more efficient and safe in a team environment.
- Proctored technical interviews to assess a prospective engineer's JavaScript proficiency, technical communication, problem solving, debugging abilities, engineering empathy, and cultural fit ensuring that candidates have the necessary skills to be an effective engineer.

### SvelteStorm | Open Source Product | *A frontend-focused IDE for Svelte Developers* | [svelte-storm.com](https://svelte-storm.com)

#### Software Engineer

2022

- Used Electron to build a Svelte IDE desktop application that provides Svelte developers with all the tools essential to frontend development including a reactive component tree, using XTerm to develop a fully-functioning terminal environment, leveraging CodeMirror to craft a code editor with bracket-pair matching and syntax highlighting, and a browser window to display project's client views within SvelteStorm.
- Electron-forge was implemented as its transpilation of code under the hood allowed for minimal time spent configuring a distributable that allowed users to download an executable that is compatible across Linux, Windows, and Mac machines.
- Worked within an Agile Scrum workflow to facilitate sprints and utilize Asana to assign tickets for development tasks and meet deadlines.
- Optimized application by updating dev dependencies to recoup technical debt which lead to dramatically increased load times for the user; both in starting the application initially as well as uploading and opening user-provided files once the application was open.
- Incorporated a content security policy (CSP) in Electron as a means to increase the overall security of the application.
- Developed search & display functionality for Svelte components using an Abstract Syntax Tree and D3, to streamline management of dependencies and application state.
- Product developed under tech accelerator OSLabs ([opensource.labs.io](https://opensource.labs.io))

### hypeQ | Open Source Product | *A multimedia tracker web application to optimize your free time*

#### Software Engineer

2022

- Used React Router and React Hooks to route buttons on a main page to modals or other pages on the server to deliver a logged-in user views of their personal list of curated multimedia content, creating a seamless user experience.
- Leveraged a Webpack proxy server to connect the frontend application being served on a single server to the backend server and facilitate communication between the two servers.
- Utilized bcrypt, PSQL, and Express.js in tandem to hash user passwords, store user passwords, and handle user input to authenticate and register users so the client view would display user-specific information and configurations

## PUBLIC TALKS & PRESENTATIONS

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### Design Patterns in Javascript | *Single-Sprout Series* | Remote

February 2022

### Intro to Javascript: Functions and Objects | *Codesmith Javascript Workshop Series* | Remote

May 2022

## INTERESTS

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Video Game Development (Unity) | Specialty Coffee (currently loving americanos) | Sample-Based Hip Hop | Building and Upgrading Computers | Home Cooking | Walkable City Planning and Design | Being a plant and dog dad | Independent Video Games