

About Me

I'm a software engineer constantly seeking to refine my craft, learn new things, and make an impact. I have experience with a wide range of technologies, and I enjoy exploring emerging technologies, especially related to web development. I'm also always looking for ways to weave business analysis, entrepreneurship and other business aspects into my work.

I love to spend my free time with my family, playing guitar, enjoying the outdoors, tinkering with my home server/home automation and spending any time left over doing open-source and hobby development.

Some of My Skills

Technical - Strong

Typescript/Javascript/ESNext, CSS/SCSS, Vue 2 & 3, Node.js (Nest.js, Express.js), MUMPS, ASP .Net (C#), REST APIs, Git, SVN, Docker, Github/Gitlab

Other Technical

React, Angular, Svelte, MongoDB, NPM, SQL, VB6, Gitlab CI/CD, Jira, Webpack, System Design, Unit testing, Performance Testing & Optimization, Agile, UNIX

Soft Skills

Business- focused mindset, identifying root causes, passion for tech, quick at learning & applying new knowledge, receptive to new ideas, communication, mentoring, integrity

Professional Experience

Epic, Verona WI – *Software Developer I / Software Developer II*

June 2017 - Present

Full stack dev on the Referrals & Authorizations team, writing code that helps save lives. Responsible for project success, including requirement analysis, technical & UI design, development as well as coordinating testing and documentation.

- Developed 6+ large projects, 150+ fixes, and 200+ code reviews with MUMPS, ASP .Net (C#), Typescript and React
- Served as the team point person for several specializations such as performance and training tools development
- Assisted in establishing two new areas of ownership for complex and company-wide integrated functionalities
- Conduct phone screens as HR recruiting partner and mentor new team members
- Advocate for developer experience within team and company to promote usage of Typescript, Decorators, better IDE support, advanced CSS, JSX and React as well as internal tools such as Typescript to MUMPS and Record Global

Provider Blueprints

Batch edit tool to stamp changes onto provider records and provide an improvement over flat-file imports

- As of Sept 2020 ~100,000 Blueprints are used every month saving thousands of hours across the healthcare industry!
- Used MUMPS and Epics custom ASP .Net framework (C#, Typescript, JSX) to provide bulk UI with intuitive UX
- Built a core framework for bulk copying of data, used by 5+ projects since to reduce dev time and improve features
- Built robust guardrails and logging to reduce the risk of overwriting data and improve data integrity

Recurring Authorizations

Lead design and development of large scale changes to the Authorizations data model to support recurring auth

- Directly impacted sale of Epic's software to Norway
- Lead design and architecting for current and future business needs including eliciting and implementing feedback from multiple teams and iterating the design
- Use advanced MUMPS features to develop core library
- Build tools with React & Typescript to measure, visualize flame graph and tune performance of core library functions
- Pioneer testing framework for team & fully test library

Epic, Verona WI – *Software Developer Intern*

May 2016 - August 2016

- Designed and developed a mobile IOS app prototype in Swift and presented prototype to peers and division leaders
- Effectively communicated with end users and mentors to incorporate feedback into the design
- As of May 2020, our team's prototype was released into production with minimal changes to our design

GeoDigital, Mendota Heights, MN – *Software Developer Intern*

May 2014 - January 2016

- Summer internship - extended to 1.5 years. Worked with Delphi, SQL, JQuery, Kendo UI, and .Net to implement dynamic webapp for web services docs as well as implement numerous features in the InfoCenter web app

Education

University of Wisconsin – Whitewater – *B.B.A. Information Technology & B.S. Computer Science* Graduated May 2017