

Work & Freelance Experience

Web Developer

Los Angeles, CA

Freelance

2023 - Current

- Design and develop full stack custom web solutions for small businesses and individuals, built with React, styled with Bootstrap (and custom CSS), bundled with Webpack-based frameworks (Gatsby) or Vite.
- Implement CMS integration (Strapi, Netlify, Ghost), develop and consume webhooks, REST and GraphQL APIs.
- Coordinate user needs with live planning and feedback sessions, create and track development tasks with Trello.
- Document build, deployment processes, and maintain codebases with Github.
- Add custom functionality as needed (vanilla JavaScript, various libraries, HTML5).

Live Commentator/Journalist

Los Angeles, CA

Freelance

2018 - 2023

- Provided live commentary for over 40 professional events, spanning 8 different game titles across 13 countries.
- Produced dozens of audio/video content pieces and conducted hundreds of live interviews, on and off-camera.
- Conducted, edited and published dozens of written interviews for various esports media outlets.
- Coordinated across international teams for production, marketing and event planning.
- Utilized personal brand, social media reach for league marketing, leading to increased YOY live viewership on major recurring *League of Legends* broadcasts:
 - Oceanic Pro League: Peak Views: 41% increase, Average Views: 59% increase (2019)
 - Pacific Championship Series: Peak Views: 71% increase, Average Views: 71% increase (2021)

Esports Shoutcaster

Berlin, Germany

Riot Games

2014-2018

- Provided live commentary for live broadcasts of the *European League of Legends Championship Series* (EULCS).
- Built and Developed league product identity, iterating on viewership data and direct feedback.
- Produced video, audio and written content to support league marketing campaigns, leading to Increased YOY live viewership (2016-2017 YOY: 35.5% Peak Views increase, 12.5% Average Views increase)
- Supported company-sponsored and supported (3rd party) events with public speaking and event coordination
- Represented Riot Games as player base liaison (online and offline).

Esports Shoutcaster/Journalist

San Diego, CA

Freelance

2014

- Provided live commentary for online and offline *League of Legends* events.
- Founded and developed remote (English) broadcast of Chinese *League of Legends* professional league, attracting an audience of over 20,000 viewers within 6 months.
- Conducted, edited and published written interviews and op-eds for various esports media outlets.

Junior Java Developer

San Diego, CA

ResMed

2012 - 2014

- Built and maintained software powering communications on over 20.5 million medical devices.
- Implemented solutions to simplify compliance process for insurance providers and doctors.
- Improved agile development process through data-driven iteration, leading to faster release cycles.
- Developed encryption algorithms to protect customer communications and anonymize healthcare PII.

Student Software Developer

Boulder, CO

University of Colorado

2011 - 2012

- Developed tools and plugins for JIRA and Confluence-based inventory system.
- Catalogued and maintained MySQL database of various university computer equipment.
- Implemented and maintained custom web testing solution with jQuery.

Software Developer Intern

San Diego, CA

San Diego Supercomputer Center

Summer 2010

- Developed Java desktop GUI for manipulating and analyzing large weather datasets.
- Created server-side test suite for existing programs in Perl.
- Deployed LAMP-based website for results analysis.

Education and Certifications

- **Certificate: HTML, CSS and JavaScript for Web Developers**, Johns Hopkins University **2023**
- **Certificate: International Engineering, German**, University of Colorado, Boulder **2012**
- **B.Sc. Computer Science**, University of Colorado, Boulder **2008 – 2012**

Projects

- **Wetter** - React and Bootstrap-based weather application, using weatherAPI. Created to explore the basics of React, consuming and analyzing public APIs, and asynchronous JavaScript. See source on [Github](#).
- **Prio** – Vanilla JavaScript and Bootstrap-based task list application. See source on [Github](#).
- **QuestMap** - Interactive map tool for Tabletop RPG players, built with Django and making extensive use of the Leaflet.js map library. Intended to increase game immersion with customizable interactive maps, mimicking the UX of classic adventure video games. See source on [Github](#).
- **WisdomBall** – A simple “fortune-teller” style web application, providing users with a randomized snippet of wisdom. Built to explore simple HTML/CSS/Javascript concepts. See source on [Github](#).
- **Aliems!** – Python-based *Space Invader* clone created with PyGame. Built to explore basic concepts in game development and extending my knowledge of Python. See source on [Github](#).

Interests

- I write and publish TTRPG supplements, particularly adventures for *Dungeons and Dragons* 5th edition. Most of my work is available on the [DM's Guild](#) or [DriveThruRPG](#) marketplace.
 - I collect and read works of classic fiction, especially Sci-Fi and Horror.
 - I am conversational in German, and maintain an interest in German culture.
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