

## Work & Freelance Experience

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### Web Designer

Los Angeles, CA

**Freelance**

**2023 - Current**

- Design and develop web solutions for small businesses and creatives, in React-based frameworks (Next.js, Gatsby) or Astro, styled with TailwindCSS, Bootstrap, and custom CSS classes as needed.
- Implement CMS integration (Decap, Strapi, etc), develop and consume webhooks, REST/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 in Github repositories.
- Implement custom integrations and functionality as needed.

### Live Commentator

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 (3<sup>rd</sup> 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

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- **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

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- **BuyRule** – Parody eCommerce application featuring items and equipment from *The Legend of Zelda* videogame series. Built with React and TailwindCSS, powered by the unofficial [Hyrule Compendium API](#). See source on [Github](#).
- **Bard's Bookshelf** – Stylish and responsive literature blog, powered by Gatsby and Decap CMS (formerly NetlifyCMS), styled with TailwindCSS. Built as a template to enable fast, CMS-powered business and blog sites. See source on [Github](#).
- **Football Recall** – Memory Game sourcing NCAA top 25 data from ESPN API. Built with React, styled with Bootstrap and vanilla CSS. See source on [Github](#).
- **Wetter** - React and Bootstrap-based weather application, using weatherAPI. Created to explore React, consuming and analyzing public REST 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; map integration with Leaflet.js. Intended to increase game immersion with interactive maps, mimicking UX of classic adventure video games. See source on [Github](#).
- **WisdomBall** – A simple “fortune-teller” web application, providing users with a randomized snippet of wisdom. Built to explore simple HTML/CSS/Javascript concepts. See source on [Github](#).
- **Aliens!** – 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

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