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EDUCATION (SELF TAUGHT)

Dominican University of
California - Bachelor's in Applied
Computer Science

SKILLS

Programming Languages

- Javascript/Typescript
(Proficient)
- HTML/CSS (Proficient)
- GraphQL (Familiar)
- Python (Familiar)

Frameworks

Next.js, Tailwind CSS, Radix UI,
Supabase, Playwright, Jest,
PostgreSQL, NodeJS, Express,
MDX, Jotai, Zustand, Github
Actions

Software

- VS Code, iTerm2, Fig
- Notion, Figma, Linear

GIVING BACK TO THE COMMUNITY

- [Notion Templates & Advocate](#)
- Mentor at TeenTechSF Civic
Hackathon
- Speaker at Civic Code
Hackathon
- Author of featured articles with
over 10K reads ([A1](#), [A2](#), [A3](#))
- Open Source Contributor
- Speaker at [WWDC Watch Party](#)
- [Scholars in the Spotlight](#)
Podcast appearance
- Judge at XDHacks

On a journey to create best in class apps, obsessed with designing fluid
interfaces, and perfectionist at heart.

EXPERIENCE

[Amie — Full Stack Software Engineer — 2022 \(7 mos\)](#)

- Identified hot paths and fixed rendering bottlenecks, making app
interactions up to 3x faster and consistent at 60fps
- Automated performance regression testing using Playwright
- Authored internal wiki on writing performant code used by whole team

[Fig's Manual Page — Front End Software Engineer — 2022 \(Contracting\)](#)

- Incrementally generated documentation website with 25K pages for over
450 CLIs with automatic revalidation
- High performance SEO with dynamically rendered Open Graph images

[Onshape — Front End Software Engineer Intern — 2021 \(3 mos\)](#)

Collaborated with UX, QA, stakeholders to deliver high quality features

- Engineered a graphical representation library from ground up in D3.js
- Deployed to production a brand new and modern Enterprise Settings
- Delivered new features using **Test Driven Development** in Protractor

[BoringStocks — Project Lead & Designer — 2021 \(2 mos\)](#)

Minimalistic stock information website with a custom API service

- Led a team of 5 developers and designers in an **Agile** environment
- Organized weekly **retrospectives** for reviewing and planning sprints
- Estimated difficulty and duration of tasks using **poker point planning**
- Designed web interface by following UX best practices

PERSONAL PROJECTS

[TailwindCSS Snippets — Next.js, Tailwind, Radix — 2022 — Launched!](#)

- **10K unique visitors**, 180+ GitHub stars
- Crafted collection of animation snippets made for Tailwind CSS
- Built custom context menu with keyboard shortcuts and typeahead

AWARDS

[Apple 2020 WWDC Swift Student Challenge Winner](#)

- Created a memory game based on PencilKit drawings that integrates on-
device machine learning and sound effects using AVFoundation

[Apple 2018 WWDC Scholarship Recipient](#)

- Developed an elegant and realistic card memory game

HACKATHONS

- [Nasa Space Apps - Global Nominee](#)
- [Hacking for Humanity - Overall 3rd Place](#)
- [Outside Hack - Finalist \(Sponsor Winner\)](#)

PAST EXPERIENCES (FOR CURIOUS READERS)

Quantum Robotics — Founder & Hardware Lead — 2017-2020 (3 yrs)

A non-profit entity that was born out of a robotics high-school club

- Led project development tasks while practicing Waterfall management
- Introduced team-management tools: Trello, Airtable, GSuite
- Achieved 2nd place by score at the World Championship Detroit 2019
- Won over 17 awards over the course of 10 competitions worldwide
- Shared my deep passion & knowledge with over 60 members

IllumeHealth — Remote iOS Engineer — 2018 (2 mos)

Deep integration between HealthKit & WatchOS for tracking Sauna sessions

- Collaboration with product manager and designer to ensure optimal UI & UX
- Developed Front-End of both iOS & WatchOS Apps
- Designed CoreData Model and implemented business logic

PAST PROJECTS

Fishcake — React, Supabase, Twillio, Tailwind — 2021 (2 mos) — *Launched!*

- Architected **monolithic repository** with multiple projects, shared dependencies, CI/CD pipeline and status page
- Conducted user testing with 10+ **industry partners**, designed and iterated features based on users' needs

MS Archives — Next.js, Docusaurus, Tailwind — 2021 (2 mos) — *Launched!*

- Conservatory of Make School used by over **5K people**, including current students, instructors and alumni
- Archived, rendered and hosted over 50 courses and tutorials
- Implemented custom **code sorcery** using bash scripts

Teamo — React, Redux, Firebase, MaterialUI — 2021 (2 mos) — *Launched!*

Network for gamers to find meaningful teammates

- Crafted a design system and high fidelity mockups in Figma
- Engineered custom styled components by theming Material-UI
- Hooked up business logic between React and Firebase using Redux

FTC Scorer — SwiftUI, Catalyst, CoreData — 2020 (3 mos) — *Launched!*

Dead simple app with OS level integrations for scoring robotics games

- Used by more than **100 robotics teams**, and open sourced on GitHub
- Integrated CoreData for saving scores and exporting data

Envision: Habit Tracker — UIKit, SpriteKit— 2019 (1 yrs) — *Launched!*

Innovative habit tracker with a beautiful interface and delightful animations

- Innovative habit tracker that improved the life-style of over **5K people**
- Implemented fluid animations and custom screen transitions
- Integrated SpriteKit for simulating physics