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Summary

6 years of experience as a full-time software engineer in the United States. Extensive experience in privacy engineering and generalist backend engineering. Proficient in developing on top of large-scale distributed systems.

Work Experience

Senior Software Engineer - Stripe, Inc.

2018-2022

- Designed and acted as tech lead for format-agnostic data schema annotations
→ delivered **robust and ongoing compliance** with privacy and data regulations
- Was responsible for the tools used to set and enact automated S3 deletion
→ **saved \$10+ million USD** in blob storage costs
- Drove backfilling ownership metadata for 100+ teams' S3 datalake usage spanning 10+ years
→ **achieved 90% attribution** of data within 1 year
- Rewrote privacy metadata aggregation service to use company standard rails
→ **freed 15 hours/week** of bandwidth for other projects due to reduced maintenance burden
- Helped build and roll-out secure egress proxy infrastructure
→ **prevents data exfiltration** from internal services
- Was granted elevated reviewer permissions due to feedback quality (top 15%)
→ demonstrated ability to **raise code quality** of peers
- Interviewed 100+ engineering candidates and provided detailed feedback
- Mentored 3 new grads and 1 intern, helping each to become productive in under 1 month

Senior Software Engineer - Salesforce Inc

2016-2018

- Scaled some SalesforceIQ services for expected 30x increase in load
→ allowed **onboarding large customers** from Salesforce to SalesforceIQ products
- Responsible for a majority of the technical GDPR effort for legacy products at SalesforceIQ
→ ensured **regulatory compliance** with global privacy laws
- Provided critical infrastructure for SalesforceIQ products and services
→ enabled **continued revenue** from legacy app while migrating customers

Various Internships

Summers 2012-2015

- Performed bug fixes across the software stack for Ruby on Rails webapps
- Implemented a reverse proxy server with page caching, A/B testing, edge side includes, and rate limiting
- Wrote C89 on embedded devices to mitigate hardware bugs
- Built a proof-of-concept pattern recognition module

Tyemill

RetailMeNot, Inc.

Inspectron Tools

Accurate Technologies, Inc.

Solo Projects

homebrewgarbage.com

Tabletop RPG ruleset with character creation and combat management tools

TypeScript / Svelte

macrobin

Input emulation framework with gamepad support, screen-reading, and YAML configuration

Rust

mtg-cube-helper

CLI and GUI for managing Magic: the Gathering cube sets and proxy cards

Rust / Tauri / Svelte

Education

University of Michigan, Ann Arbor, MI

Bachelor of Science in Engineering in Computer Science

Graduated August 2016