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SELECT EXPERIENCE

Asana — *Software Engineer, Product*   June 2019 - present

Integrations Platform as a Service initiative

- Currently proving out a new way of quickly building integrations with other services through an integrations platform, paving the way for more rapid integrations development at Asana.
- Developed and maintained the production tooling and on-call rotation for this new surface area.

Domain Migrations/Objects Cloner owner

- Stewarded an object model duplication technology that needed to understand the edge cases of our data model for two years, driving contributions and improving its reliability and observability.
- Rewrote production software built on the duplication tech to merge Asana instances – collaborating across functions (sales, support, engineering, product) to provide the optimal experience for many stakeholders.
- Built a system for creating single-use Asana instances with realistic data for product demos that show, don't tell, the promise of Asana.
- Used the same demo software to also provide a safe space for acceptance testing at scale for product development, without posing an infrastructure risk.

Admin Controls and Consistency engineer

- Built new Admin roles and drove the adoption of and improvements to a new authorization framework.
- Mentored an intern, guiding them through a successful summer internship

Customer Scaling engineer

- Joined the Customer Scaling team, worked to address the pain points of our largest customers
- Contributed to our first data-driven product feature, providing admins insight into their orgs.

University of Illinois at Urbana-Champaign — *TA, Virtual Reality*   January 2016 - May 2019

- Worked to make the landmark Virtual Reality course at Illinois even better. Took on normal staff duties, helping students out in office hours, writing/grading assignments and exams, etc.
- Mentored several teams of students in creating their final project. Guided effective teamwork, VR user experience design and testing, and forays into game development.
- Rebuilt first assignment to expand its scope, introduce students to Unity3D, and help bring non-majors up to speed.
- Revamped the course website to make it more easily readable, accessible, and maintainable.

EDUCATION

University of Illinois, Urbana-Champaign — *BS in CS*

August 2015 - May 2019

- Relevant coursework: Data Structures, Computer Architecture, Systems Programming, Algorithms I, Programming Languages & Compilers, Ethics in Computer Science, Probability & Statistics for CS
- Electives: Virtual Reality, Computer Security, Security Lab, Computational Linguistics, Intro to Cognitive Science, The Art of Web Programming, Communications Networks, Applied Machine Learning, Distributed Systems, Cyber Dystopia, Audio Computing