



01 EMPLOYMENT HISTORY

04/2018 — Present

Full Stack Developer at Slickdeals

Las Vegas

- Utilize modern software development practices such as domain driven design to build services and APIs to power emerging products and capabilities
- Collaborate with internal engineering teams to expose use cases and write documentation for newly created capabilities and APIs.
- Research and develop machine learning based personalization to improve click through rate and surface newer content to users.

06/2017 — 04/2018

Full Stack Developer Internship at Slickdeals

Las Vegas

- Developed various frontend site features using RequireJS/PHP/MySQL such as article email notifications and injected featured content on the Slickdeals search page.
- Converted frontend designs into HTML/CSS/JS templates and integrated A/B tests using in-house test system.
- Maintained and modernized legacy systems such as our internal content promotion system, which attributes to hundreds of thousands of dollars in revenue per year.

12/2015 — 01/2018

Software Consultant at Brainlike Inc.

Las Vegas

- Wrote custom C++ software solutions for detecting wildlife in large quantities of imagery, often times with a detection rate of 80+ percent across hundreds of thousands of images.
- Worked heavily with image and statistical analysis techniques to develop C++ detection algorithms for customers.
- Maintained relations with customers to ensure product delivery met expectations on detection rate.

06/2015 — 08/2015

Application Developer Internship at NASA DEVELOP

Hampton

- Developed a python application for visualizing atmospheric aerosol data (i.e. particles from volcano eruptions, fires, etc) collected via the CALIPSO satellite.
- Utilized Matplotlib for data visualization and TkInter to provide a graphical user interface for interacting with visualizations.
- Managed relations, project goals, and application delivery with CALIPSO scientists

02 COMMUNITY INVOLVEMENT

Jun 2014 — Dec 2017

CppCon & C++Now Program Committee Member

Remote

Served on the program committee board for both C++Now and CppCon. Reviewed submitted talks and provided feedback for staff in charge of acceptance/rejecting talks.

Jan 2020 — Present

Southern Nevada Climbers Coalition

Las Vegas

Serve on the board of SNCC as the head of technology. Assist in payment processing, site maintenance / SEO, and developing new tooling for assisting the coalition in managing Las Vegas's climbing areas.

03 PROJECTS

Jan 2017 — May 2017

Convention Logistics Tracker

Senior Design team awarded 1st place in the computer science category. Developed a software suite for aiding in convention logistics which included an administrative web portal and mobile app. Developed using Angular4, Python (Flask) & mySQL.

Feb 2019 — Present

Red Rock Climbing Conservation

Developer and maintainer of wetrockpolice.com, a tool utilized by the Las Vegas climbing community and it's tourists for determining when rock climbing is safe. Since it's inception in 2019 the site has attracted over 10,000 unique visitors looking to rock climb in the Las Vegas area.

Written using Ruby on Rails 5 and PostgreSQL.

Jan 2020 — Present

Slackline Community Maps

Developer and maintainer of slacklinegroups.com, a site for visualizaing the locations of slackline groups across the world. Written using Ruby on Rails 5 and Mapbox for visualization of groups.

04 EDUCATION

Aug 2013 — Dec 2017

UNLV

Las Vegas

Bachelor of Science in Computer Science