

01. EMPLOYMENT HISTORY

Software Engineer Intern - UCSB Enterprise Technology Services

Lead frontend developer on the Identity & Access Management team. Responsibilities include the design, implementation, and testing of new features for our web apps written in Aurelia JS alongside maintaining/updating legacy code to conform with latest standards.

Accomplishments include releasing a major UI redesign, overhauling our dev environment to get HMR working between our Spring Boot templates and Webpack dev server, and rewriting legacy PHP services in Aurelia JS.

Software Engineer Contractor - Grassp

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02. PROJECTS

Amazon Giveaway Bot - Chrome extension to win Amazon Giveaways

Built with vanilla JS and Webpack

Features include CAPTCHA solving, customizable filters, and support for multiple accounts

Bypasses client side validation to enter giveaways without fulfilling time intensive entry requirements

UCSB Map - Interactive map of the UCSB campus

Built with React/Redux, Leaflet.js, Spring Boot, and MongoDB

Features a fully responsive UI, custom styled map tiles, an easy to use search tool, and interior floorplans to make finding rooms easier than ever

Integrates easily with UCSB online schedules via a chrome extension, allowing students to view classroom locations with one click

Isla Vista Emergency Map - Interactive map of IV emergencies

Built with React/Redux, Express.js, Google Maps, and MongoDB

Streams live tweets from SB County Fire using the Twitter API

Converts addresses from tweet content into map markers using Google Maps API

03. SKILLS

JavaScript, jQuery

React.js, Redux

Node.js

Webpack

Aurelia.js

Express.js

MongoDB, PostgreSQL

HTML, CSS, Sass

Google Maps, Leaflet.js

04. EDUCATION

UC Santa Barbara - Computer Science Engineering (2014 - 2019)

Coursework focused on data structures and algorithms, software development, and discrete mathematics