

01. EMPLOYMENT HISTORY

Software Engineer Intern

UCSB Enterprise Technology Services / May 2018 - Current

- Responsible for leading frontend development on the Identity & Access Management team
- Designed, implemented, and tested new features for web apps built with Aurelia JS
- Oversaw release of major UI redesign, overhauled our dev environment to get HMR working between Spring Boot templates and Webpack dev server, and rewrote legacy PHP services in Aurelia JS

Frontend Software Engineer

Grassp Health / Sep 2018 - June 2019

- Developed new features for web apps built with React.js and Redux
- Updated legacy code to conform with latest standards in e-commerce and design
- Successfully released a new progressive web app to support customers running iOS and android

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 software development and data structures and algorithms