My Story

- Decided to take an alternative path after high school
- Worked for ~3 years as a missionary, in a service-oriented role
- Built critical skills like adaptability, communication, and responsibility
- Supported myself financially through part-time work
- Started online classes during COVID
- Continued missions work for another year before moving to Chicago to complete my degree at UIC
- Chose Computer Science because of long-term interest and motivated by the challenge and depth of the field
- Worked part-time throughout college, sometimes picking up multiple jobs
- Found opportunities for Web Development work through my church and my aunt's health product startup to build practical skills on top of my coursework
- Through my studies at school developed a strong interest in systems design, tradeoffs, algorithms, and user experience
- Now seeking a software engineering role that values clarity, design and collaboration

After high school, I took a non-traditional path. I spent several years as a missionary, in service-oriented roles that required a lot of responsibility, adaptability, and communication. During that time, I also worked part-time jobs to support myself financially, which taught me discipline and consistency early on.

During COVID, I began my college career online, and once lockdowns eased, I continued my missions work for about a year before moving to Chicago to complete my degree in person.

I chose Computer Science because I had enjoyed it as a hobby since middle school, and I was drawn to the challenge of a field where there is always more to learn. Throughout college, I worked part-time to support myself and to build real experience, including roles with local organizations like Thrive Vineyard and N-2 Water.

Over the course of my degree, I became especially interested in how software systems are designed, how decisions scale over time, and how to build things that are clear, maintainable, and purposeful, not just technically impressive. At this point, I'm looking to apply that foundation in a professional software engineering role where thoughtful design and collaboration matter.

What Kind of Job Am I Looking For?

Non-technical response:
I'm most excited by software roles where my day-to-day work involves solving problems through coding. That includes building new features, fixing bugs and errors, improving existing systems, and working with real software that people actively use.

I enjoy spending my time designing and implementing backend logic, working with databases and APIs, and also building user interfaces when the role involves frontend work. I like seeing how the pieces of a system fit together and making improvements that help the product work better or feel easier to use.

I'm looking for a role where I can consistently be hands-on with code, collaborating with a team, reviewing work, and contributing to software that is being actively developed and improved, rather than work that is mostly theoretical or detached from the product itself.

Technical response:

I'm most interested in software engineering roles where I spend most of my time writing and maintaining code. On a day-to-day basis, that means building product features, fixing bugs, reviewing and refactoring code, and working through technical problems as they come up.

I enjoy working on backend systems like APIs, databases, and application logic, as well as frontend work such as designing and implementing user interfaces and managing application state. I also enjoy roles that involve data or machine learning components, especially when models are being integrated into real products.

I'm at my best in roles where I can collaborate with other engineers, contribute to design discussions, and take ownership of features or systems that evolve over time.

Roles:
I'm mainly targeting software engineer roles, especially backend, frontend, or full-stack positions. I'm also open to product-focused or platform engineering roles, and potentially applied machine learning roles where the work is centered on building real product systems.

Titles:
- Software Engineer
- Backend Software Engineer
- Frontend Software Engineer
- Full-Stack Software Engineer
- Product-Focused Software Engineer
- Platform or Systems Software Engineer
- Machine Learning Engineer (Applied)