

A creative engineer with a demonstrated history of pairing intuitive design with high-quality, sustainable code to deliver unique interactive experiences.

## SKILLS

JavaScript (ES6+)	TypeScript	Test-Driven Development
React + Redux	Rust, wasm-pack	QA + Performance Testing
Vue + Vuex	Python, Django	Interaction + Visual
CSS3+, Processors	C#, Unity	Data Modeling + DB Design
TypeScript	Elixir, Phoenix	Networked Programming

## EXPERIENCE

## Freelance Full Stack Developer

AUG 2018 – Present

Provides independent consulting and development services for interactive products and websites. Duties include the creation, deployment, and maintenance of client/server functionality. Tech involved typically includes React/Node, Python/Django, or C#/Unity.

## Serenity Forge

APR 2018 – AUG 2018

Gameplay Engineer

Developed interactive experiences using C# and the Unity engine. Responsibilities included principal system design, feature development, QA, and game/visual design.

## Mozilla Corporation

NOV 2016 – APR 2018

Front-End Engineer – Experiments Engineering, Product Delivery

Created React interfaces and Django APIs to facilitate Firefox SHIELD study management. Worked with Mozilla Design Systems to develop a React library for the Photon styleguide.

## Freelance Front-End Developer

SEPT 2015 – NOV 2016

Independently created web experiences for advertisement agencies, start ups, and other clients. Project tech stacks included React + Redux, Backbone, and TypeScript.

## Mondo Robot – Creative Developer

FEB 2015 – SEPT 2015

## Firstborn – HTML Developer

JUNE 2013 – JUNE 2014

## Crispin Porter + Bogusky – Interactive Developer (Intern)

JUNE 2012 – AUG 2012

## EDUCATION

## Rochester Institute of Technology

AUG 2008 – FEB 2013

BFA New Media Design &amp; Imaging

CONFERRED MAY 2013

## REFERENCES

Available upon request.