

## about

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## programming

Ruby, JavaScript, C++  
Rails, CSS3, HTML5

## education

BS, Computer Science  
Hartwick College, 1998  
Oneonta, NY  
Minor in Mathematics

## interests

Board Games  
Home Charcuterie  
Cooking  
Homebrew

## experience

### PayPal

*Software Engineering Manager – 3 Teams, 17 People*

Responsible for three application development scrum teams

Boston, Massachusetts

March, 2012 – Present

**Campaign Manager** – Advertising management in RoR with Redis, MySQL, and RabbitMQ

- Delivered a 1.0, replacing an unmaintainable legacy system
- App focus on enabling a small ops team to manage millions in high-value ads
- Delivered REST API and pub/sub integration interfaces
- Fought for promotions, critical talent recognition, and hires

**Whiteglove** – Streamlined Advertising product creation tool in RoR

- Delivered a 1.0 of a Ruby on Rails app with Angular front-end
- Developed an all-RCG team into Ruby on Rails professionals producing their first app
- Managed development/relationships with Northeastern Coop program participants for team growth.

**Shared Services** – Geolocation and assorted related place-centered services in Java

- Led the team for 6 months as they reorganized, with a focus on streamlining
- Identified new team leads as one too-large team was broken into more rational chunks
- Improved team through Personnel Improvement Plans and hiring

**Boston Lead, Bar Raisers** – Interview training and support for hiring managers

**Agile Facilitator** – Focused on retrospectives, supported teams' continuous improvement efforts

### Proventys, Inc.

Newton, Massachusetts

*Software Engineer*

March, 2011 – January, 2012

**Proventys CDS** – Clinical decision support software in RoR with Redis and Postgres

- Rails 3.1 app to provide clinical decision support for treatment of cancer
- Innovative system for authoring of clinical content with a ruby dal and git
- Extreme/Pair programming in an agile/kanban environment
- Design and implementation of features, with contributions to architecture
- Heavy TDD/BDD with spec, factory girl, and cucumber

### Tribune Company

Chicago, Illinois

*Mobile Software Engineer*

January, 2010 – March, 2011

**PingPing.com** – Social messaging and news sharing with RoR and Erlang

- Contributed design and implementation of geo location support
- Implemented graphic design changes
- Overhauled data ingestion systems

**Application Middleware** – Java Play server supporting tribune mobile apps

- Software supports iPhone apps for Tribune properties like the LA Times, Chicago Tribune, Baltimore Sun, etc.
- Implemented certificate management system for transition to a one-server architecture
- Upgraded push for iOS devices to support latest Apple options

**iOS Feature Development** – contributed features to various iOS product lines

- Contributed image gallery feature, hiding sections with no associated galleries
- Implemented client-side obfuscation of api keys

**Innovations Team** – Winner, one of five teams to compete for Tribune innovations prize

- Worked with Chief Innovation Officer at Tribune to devise new approach to serving a news vertical
- Worked with team to create video presentation and tech demos for the new product

**Pilsen Labs, Inc.**

Chicago, Illinois

*Founder*

October 2010 – June, 2014

**Anno** – A history and memory game for iOS

- Build card authoring system in RoR to provide game content
- Authored most of the game content
- Contributed features to iOS app
- Ran marketing efforts

**WitSaid Studios, Inc.**

Chicago, Illinois and Andover, Massachusetts

*Founder*

January 2008 – March, 2012

Company founded to house personal projects and provide consulting to young technology companies

**Novarra, Inc.**

Itasca, Illinois

*Software Engineer*

June, 2005 – December, 2008

**nWeb** – Client for displaying content-rich web pages on cell phones. C++ for ARM-based devices with the Qualcomm BREW runtime

- Design and development of client code for BREW cell phone platform. Implemented encryption technologies, core HTTP, caching, streaming video support, image transcoding, and various UI features
- Code audition and rework which reduced on-handset footprint by 15%
- Core redesigns of product to support additional functionality
- Occasional business travel included trips to London and Milan to manage build-out of two data centers to bring a key customer on-line
- Part of evaluation team for new software tools, including source control and bug tracking
- Responsible for interfacing with in-house and third-party test organization. Triaged bugs for severity and guided submissions through NSTL

**Novarra, Inc.**

Itasca, Illinois

*Quality Assurance Lead*

June, 2000 – June, 2005

**nWeb** – Client/Server solution for displaying content-rich web pages on cell phones.

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