

Work Experience

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| twitch.tv | <i>Software Engineer (Auth)</i> | <i>February 2021 - March 2023</i> |
| <ul style="list-style-type: none">– Designed authentication service (Golang) operating at over 1 million requests per second in aws ecs– Led team of 6 engineers to execute on refactoring authentication service– Redefined how 1st party (GraphQL) and 3rd party (OAuth2) apps authenticate to Twitch– Scaled up Twitch's identity platform on aws ecs for high visibility partner events | | |
| twitch.tv | <i>Software Engineer (Identity)</i> | <i>January 2020 - February 2021</i> |
| <ul style="list-style-type: none">– Worked on high priority action items resulting from security postmortems– Designed mass password reset pipeline used by incident response team | | |
| twitch.tv | <i>Software Engineer (Security)</i> | <i>January 2017 - January 2020</i> |
| <ul style="list-style-type: none">– Tech lead on service to service auth product (Golang)– Tech lead on employee user auth service (Golang)– Major contributor to secrets management system (Golang, AWS) | | |
| twitch.tv | <i>Software Engineer (Systems Engineering)</i> | <i>January 2015 - January 2017</i> |
| <ul style="list-style-type: none">– Migrated Twitch from bare metal to AWS | | |