

## » BASICS

Software engineer with 16 years of experience building and maintaining reliable systems for both startups and enterprise SaaS — scaling a consumer app from launch to millions in monthly ticket sales, and ensuring uptime for large cloud platforms. I take a test-driven, observability-first approach so teammates catch and fix issues before they impact users. I value teams where clarity and kindness make it safe to learn, share, and solve problems together.

## » EXPERIENCE

*Remote · Dec 2024–Present*

### Data Engineer · Consultant

- Built SQL models for large datasets (Athena/CDN logs, MSSQL/aged receivables) enabling clear attribution and financial reporting via Metabase dashboards shared across multiple business units.
- Refactored legacy SQL running on datasets with tens of millions of rows, adding caching and optimizing queries — improving performance and simplifying maintenance.
- Used ChatGPT to help with data analysis and SQL prototyping, including building a custom GPT to maintain persistent project context, speeding up design and debugging.

*San Francisco → Seattle → Remote · 2017–2023*

### Senior Software Reliability Engineer · Pivotal → VMware (2020) → Broadcom (2023)

- This role spanned three companies over the course of multiple acquisitions.
- Worked across multiple products, on both infra and dev teams, contributing to platform reliability by improving tooling and observability standards.
- Supported Pivotal's enterprise Cloud Foundry platform across two teams: a Rails-based billing and account management team, and as an SRE for Pivotal Web Services (PWS).
- Worked in a fully paired, test-driven environment that emphasized close collaboration — including regular cross-team rotations that turned engineers into users, and users into contributors.
- Facilitated Cloud Foundry onboarding — a structured, hands-on curriculum that helped new hires use the platform, experience its pain points, and see where their work fit into the broader system.
- Ran Team Health Assessments (based on Spotify's model and Google's Project Aristotle) to foster psychological safety — the foundation of a high-performing team.
- Led the sunseting of the billing platform during the VMware acquisition, ensuring internal continuity and clear stakeholder handoff.
- Moved into observability-focused SRE work on the Tanzu SaaS Platform following VMware's acquisition, maintaining IaC and tooling for consistent SLOs and alerting.
- Standardized error handling and SLO patterns across Wavefront and Tanzu, building Terraform modules to give both teams a shared alerting and reliability foundation.

## » EXPERIENCE

*San Francisco · 2013-2017*

### **Founding Engineer, Gametime**

- Functioned as de facto CTO during early fundraising, helping prove product viability through platform stability and scalability.
- Founding engineer scaling Gametime's backend into a stable platform supporting millions in monthly ticket sales.
- Led backend development for core systems: real-time inventory syncing, transaction processing, and third-party ticket vendor integrations — many without public APIs.
- Designed a Ruby-based system architecture using MongoDB, AWS, and message queues to ensure reliable ticket purchases under high demand.
- Built resilient purchase flows that handled flaky vendor APIs and unexpected failure modes, minimizing false alarms and keeping on-call sustainable.
- Mentored early engineers and helped shape engineering practices as the team scaled; participated in hiring both ICs and engineering leadership.

## » EDU

*Seattle, WA 2006-2008 | [www.washington.edu](http://www.washington.edu)*

### **Bachelors of Science, University of Washington**

- Computer Science & Applied Mathematics

## » SKILLS

### **Languages**

Go, Ruby, SQL, Python, Bash

### **Infrastructure & Observability**

Terraform, AWS, Kubernetes, Metabase, Wavefront, Cloud Foundry

### **Databases**

MongoDB, PostgreSQL, MSSQL, Athena/Iceberg

### **Engineering Practices**

SRE principles, SLOs/SLIs, TDD, CI/CD, Agile, Pair Programming

### **Collaboration & Tooling**

Git, JIRA