

Full-Stack Software Engineer

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Summary: Seasoned full-stack software engineer, with 10+ years of experience (Twitch, Metromile, Tlon, Payit)

Core Skills:

- **Backend Development** – Data design, service-oriented architectures, HTTP/Rest interfaces, GraphQL, service monitoring, data migrations, deployments, hosting, and regular devops tasks.
- **Product Engineering** – End-to-end product lifecycle management; design, implementation, testing, debugging, filling a product backlog, triaging incoming bugs, monitoring, analytics, documentation, and deployments.
- **Frontend Architecture** – React, CSS Styleguides, Client-side state management (Redux), regressive story-driven tests, idiomatic, accessible HTML syntax, animations, user interactions, page and information architecture.

Experience:

- **Canvas.xyz** - <https://docs.canvas.xyz> - Senior Software Engineer 2024
 - o Developed the core Canvas library, a CRDT algorithm that enables peer-to-peer multiplayer applications
 - o Wrote reference implementations, added documentation, and consulted on client consumers of the library, fixing bugs and improving the integration on implementations which used our library.
- **UIS-KC** - <https://uiskc.com> - PM | Senior Software Engineer 2023-2024
 - o Maintained two applications for client's business that processes insurance claims for large businesses.
 - o Refactored a 12+ year old codebase, reconfigured the Azure Devops pipeline, audited security, and installed new SSL certs for both the admin portal and client dashboard.
 - o Fixed several bugs and added new features.
- **NACLO** - <https://naclo.org> - PM | Senior Software Engineer 2023-2024
 - o Developed a new project from the ground up for NACLO, a national organization that holds a competition each year for high school & college students to practice skills in computational linguistics.
 - o Replaced an old Perl-based system in Python/Flask, which is used to manage student registrations, register host sites, and publish competition results.
- **PayIt** - <https://payitgov.com> - Senior Software Engineer 2022-2023
 - o Complete software lifecycle management for 50+ applications deployed in various state/local governments across North America, managed by our central application codebase, Centaur
 - o Wrote features, fixed bugs, redesigned architecture, and wrote documentation for Viewbuilder, a no-code configuration app which generated deployment, page, and feature configurations for these 50+ applications.
 - o Taught developers in cross-org collaboration lessons for various UX, web platform, frontend architecture and advanced engineering practices.
 - o Handled i18n/localization and accessibility tasks for all of our applications; implemented the strictest WCAG guidelines and recommendations.
- **Simplifly** - <https://simplifly.com> - Senior Software Engineer 2020
 - o Developed features, fixed bugs, and maintained infrastructure for Simplifly's rental property contractor marketplace. Performed a variety of tasks all across the software stack, including database management, analytics, dashboard features, and client-facing bugs and feature additions.
 - o Refactored large parts of the data model & migrated several legacy tables to new robust REST-based services

- **Tlon Corp - <https://urbit.org> - Founding Engineer | Interface Team Lead** **2017-2019**
 - Led the Interface development team for Tlon, which builds a decentralized operating system, Urbit
 - Managed a team of 4 developers; developed quarterly engineering plan, wrote product plans, ran Scrum/Agile standups, and mentored engineers.
 - Developed the flagship application, Landscape, the main interface users use to access the network.
 - Designed and wrote the full web stack from scratch; tooling, deployment, code standards, styleguide, and component library, including a custom JS build tool stack using Gulp, Rollup, and Urbit's bespoke HTTP framework, %gall
 - Wrote a bespoke state management library modeled after Redux, utilizing %gall's core CQRS model
- **Twitch.tv - <https://twitch.tv> - Senior Front-End Engineer** **2016-2017**
 - Wrote code on the Web Player Team, which handles the main <video> component used across Twitch
 - Led the team that redeveloped the Channel page, the main entry-point on which users land on a Twitch creator's stream
 - Key player in the company's transition from Ember.js to React.js, across multiple departments
 - Mentored several interns, including one who wrote the Player-In-Player feature, a huge company success — increased "Minutes Watched", the key company metric, by ~7%
- **Metromile - Software Engineer** **2015**
 - Developed the Quote & Enrollment tool, the main pipeline into our sales flow that filled out several forms from the user (vehicle details, driver history, types of coverage wanted) to compute a car insurance quote.
 - Developed and maintained the primary sales/customer support admin tool, with several dozen pages and flows allowing management, administration, analytics, record-keeping, and updating user rows.
 - Interviewed and helped managed the front-end team, set code standards, architecture and style guidelines
 - Wrote tests, SCRUM/agile methodology, contributed to product backlog, did lots of end-to-end QA engineering using Selenium and Browserstack
- **LocBox, Inc. - Software Developer** **2013**
 - Developed our main Email Marketing campaign builder tool, featuring an interactive WYSIWIG GUI allowing users to build various email templates out in a drag-and-drop dashboard interface
 - Developed lots of internal tools around analytics, generating executive reports, maintaining backend infrastructure and deployments, and handling Rails migrations
 - Developed lots of new pages on several marketing sites, landing pages, and inputs into our own sales/marketing funnels. Optimized page builds and distributed site assets via on-the-edge CDN services