

Career Objective

To share my ambition and energy with high-quality teammates that want to make a difference.

Work Experience

Senior Software Engineer

Built and maintained the geospatial elements of Infor Public Sector

- I created and maintained the map component that integrates Infor Public Sector with geospatial services. It is an abstraction over the ESRI JSAPI and OpenLayers libraries.
- I created and maintained the map control that integrates Portal with spatial services. It uses OpenLayers and is a collection of modules composed via configuration into a map experience.
- I built and maintained the accompanying backend service.
- I worked with others to design a bi-directional sync with external GIS systems.
- I worked toward bringing spatial data into our system as a first-class citizen.

- *c#*
  - *sql spatial types*
  - *mocha*
  - *typescript*
- *arcgis server*
  - *geoserver*
  - *openlayers*
- *esri jsapi*
  - *mapserver*
  - *puppeteer*

Outside Interests

I enjoy mountain biking and skiing, road biking and playing soccer. I like yoga, boxing, ultimate frisbee and making games, but I love writing code more than all of those things.

Education

Carnegie Mellon University

*B.S. Mathematics and Computer Science*  
*B.S. Computer Engineering*  
*Graduated Spring of 1993*

Projects

Collage Editor

I resigned from Infor July 2022 to travel with my family. In December, I built just.be.collage to learn Svelte, dotnet 7.0 on Ubuntu, Python and basic PaaS.

- *css transforms*
  - *github*
  - *trigonometry*
- *digital ocean*
  - *python*
  - *typescript*
- *dotnet*
  - *svelte*
  - *ubuntu*

I also spent time with Vue, React, Go, Rust, and built <https://ng-wordle.netlify.app> in Angular.

Meathead

Until May 2022 I was building Meathead to track my gym gains.

- *pwa*
  - *typescript*
- *github*
- *data sync*

Headache

In early 2022 I built Headache with my younger son, who loves playing Cup Head and wanted to make a copy for himself. We cloned the game controller behavior as well as the spirit of the game.

- *collaboration*
  - *html*
- *github*
  - *css*
- *animation*

Little Light Show

In December 2021 I built Little Light Show to give my oldest son a professional appearance as he started his new Christmas light installation business.

- *css grid*
  - *netlify*
  - *pwa*
- *faunadb*
  - *offline first*
- *github*
  - *typescript*