

Experience

- **Led Modularization:** Led effort and developed automation to break up monolithic codebase into product-domain-level components with 100% ownership coverage in <2 quarters without slowing down product development, improving code maintainability CSAT score by **54%** (37/100 → 57/100).
 - **Led Testing Strategy:** Led design and implementation of end-to-end testing strategy, increasing overall test coverage and quality, and created unit test framework that is 99% faster (**45 sec test setup → 0.5 sec**) and flake free.
 - **Optimized Feedback Loops:** Reduced test suite runtime by **81%** (21min → 4min), reduced local dependency install time by **99%** (2min → 1sec), and integrated linters, formatters, and test runners into CI/IDE, saving **>\$200k/month** in engineering time and improving developer velocity.
 - **Streamlined Engineer Onboarding:** Improved codebase onboarding through zsh scripts, readmes, and recurring on-boarding module, taking engineer setup time from a week down to a day (**85% time reduction**).
 - **Improved Codebase Experience:** Introduced extensive code quality tooling (linters, ast analyzers, typecheckers, formatters), created extensible custom linting framework, giving engineers instant feedback on code correctness.
 - **Built Developer Experience Dashboard:** Created research-backed datadog dashboard giving developers and leaders a easy-to-digest overview of devex at Headway (i.e. relevant metrics about feedback-loops and cognitive load).
 - Consistently shared most problematic measurements of code quality (e.g. cognitive complexity, dependency cycles) with senior and staff engineers, heavily influencing org-wide engineering strategy.
 - Led insurance benefit and claim filing accuracy and resiliency projects, improving profit margins by **>\$750k/month**.
 - Optimized complex PostgreSQL queries, improving latency by **88%** (4 seconds → <500 milliseconds).
 - Worked with product & design to support new insurance features and improve & automate contact form.

Highlight Tools Used: Go, AWS Products(ECS, EC2, S3, RDS), PostgreSQL, TypeScript, React, Datadog, Highlight
Software Engineer Remote
May 2021 – Jan 2022

- **Led Alerting Product:** Managed and developed distributed sliding-window alerting system.
 - **Led Backend Errors Product:** Developed thread-safe, efficient *backend client* with Go and GraphQL.
 - Engineered fault-tolerant and idempotent worker queue consumer using **Go and Postgres**.
 - Responded to and resolved production bugs using Highlight, Datadog (Alerts, Metrics, APM), Slack bots, and Intercom.

Datadog Tools Used: Go, Kafka, Java, TypeScript, React, Datadog
Software Engineer Intern Remote
Jan 2021 - May 2021

- Developed highly concurrent **Kafka consumer** micro-service in **Go**, deployed with **Kubernetes**.
 - Wrote reactive api service in **Java** with accompanying frontend in **React/TypeScript**.
 - Optimized frontend routing in Python and components in **React/TypeScript**.

Dive Chat Tools Used: Node.js, Go, Firebase, GCP Functions, React Native, Expo, GitHub Actions
Software Engineer Intern Remote Aug 2020 – Dec 2020

- **Improved Code Quality:** Converted Node.js backend into well-linted logical Go services, improving latency by 10x.

Microsoft Tools Used: Python, gRPC/gNMI, Telegraf, InfluxDB, Grafana
Software Engineer Intern Remote
May 2020 - Aug 2020

- **Modernized Network Telemetry Collection:** Introduced gNMI data collectors, reducing latency by **99%** (5min → 1sec).

State Farm Tools Used: Java, Spring Boot, GitLab CI/CD
Software Engineer Intern Dallas, TX
May 2019 - Aug 2019

Reveal Modern Tools Used: JavaScript, Python, WordPress
Software Engineer Intern Dallas, TX
Jan 2018-Apr 2018/Dec 2018-Mar 2019

Projects

home

Tools Used: Python, Docker, Fly, RenovateBot, GitHub Actions, Mise, uv, Dprint, ruff, ty, pyright

- Engineered home management system to vacuum my apartment whenever my cat uses his litter box.

Jet Lag Munich - Map Generator

Tools Used: Python, RenovateBot, GitHub Actions, Mise, uv, Dprint, ruff, ty, pyright

- Developed system to generate a Munich game map for Jet Lag The Game (a turn-based city-wide travel game) using geospatial data sources.
- Created custom map regression testing framework to ensure map quality as I added new map features.

TAMUhack

Tools Used: Python, PostgreSQL, Docker, Heroku, AWS S3, Cloudflare

- Raised \$4k in sponsorship, led and mentored 5 student developers, owned registration system, website, and mobile app.

Education

Texas A&M University

Aug 2018 - Apr 2020

GPA: 3.4/4.0; 2.5 years in coursework towards BS in **Computer Science**

Honors & Awards

MLH Top 50 Hacker of 2020: 99.95th
percentile hackathon competitor.

Winner of **17 hackathons**, including:

- Treehacks(Stanford) 2021
- hack:now(UC Berkley) 2020