

EXPERIENCE

Indeed · June 2014 – Present

I've worked as a Software Engineer at Indeed since June 2014. During that time, I've worked on a variety of projects and teams, slowly working myself into a leadership position of a small team of three engineers.

Consistent Responsibilities

- Manage weekly releases including triage, backlog grooming, and release management.
- Mentor new hires, rotational engineers, and interns.
- Participate in the recruiting process by interviewing candidates (200+), training interviewers, attending college career fairs, and giving on-site candidates demos.
- Lead and participate in design reviews for projects in my product area.

Example Projects

- Built functionality to handle sales-rollout of new incentive structure: handled requirement-light, time-sensitive project, negotiating requirements to ensure that the project was delivered on time.
- Generalized bulk uploads in homegrown CRM. Consolidated disparate upload pages with common UI and workflow, improving user and developer experience.
- Architected and prototyped an initial design for a replacement internal tools portal, allowing distinct web applications to be served with common UI features, navigation, and permissioning logic (ACLs).

Leadership Experience: Indeed University

- Managed a cohort of six individual contributors new to Indeed, providing guidance, mentorship (1x1s), and end-of-quarter evaluations.
- Organized brainstorming sessions, led the brainstorming working group.

EDUCATION

Rice University

Bachelor of Science in Computer Science (BSCS)
Fall 2010 – Spring 2014

TECHNICAL EXPERIENCE

Frontend

- Javascript (React, JQuery)
- CSS (+ SASS)
- Responsive Design / UX

Backend

- Python (+ Django, Flask)
- Java (+ Spring)
- SQL (MySQL mostly)
- RabbitMQ

Development Environment

- OS: OSX & Ubuntu
- Editor: IDEA & Atom
- Version Control: Git