

EXPERIENCE:

BookNook

Remote

Senior Software Engineer 1/2021 - Present

- Worked on the core product team contributing to a React client, Node.js API and Postgres database with extensive stored procedures for an online learning platform.
- Focused on security, codebase modernization and reporting features. Implemented various security features including refreshing authentication tokens, environment variables, and HSTS. Mitigated vulnerabilities discovered after conducting an external pentest.
- Worked with the rest of the core product team to refresh and update the reporting features of the application.

Mouse

New York, NY

Software Engineer, Learning Design 7/2018 – 7/2020

- Built and contributed to full stack and frontend web applications including:
 - Vue.js frontend for Mouse Create, a learning management and curriculum hosting platform.
 - React frontend for Mouse Open Projects, an alternate curriculum platform developed and released in response to schools operating remotely.
 - Ruby on Rails analytics platform that compiled user and school based metrics, and adhered to strict privacy guidelines required by COPPA compliance.
 - Flask app that paired with curriculum teaching encryption that allowed students to try out various levels of encryption, including a simplified public-key encryption algorithm.
- Containerized apps for deployment with Docker. Managed Linux servers and cloud deployments.
-

Learning Design Manager 7/2015 – 6/2018

- 1/2017 - 6/2018: Software Development and Technical Curriculum Development
 - Wrote and edited curriculum for teaching coding, electronics, web literacy, and design.
- 7/2015 - 12/2016: Program Management and Technical Curriculum Development
 - Supervised a team working with 300 schools. Supported hiring and onboardings.

Learning Network Coordinator 9/2014 – 7/2015

- Trained students and teachers across the Mouse network of 300 schools on STEM curriculum.
- Led workshops for students on topics such as: HTML/CSS, 3D Design, Circuitry, and Arduino.

NYC Artist Coalition

New York, NY

Member 1/2017 – 2020

- Planned and facilitated events, edited outreach content, and prototyped web advocacy platforms.

HIVE NYC/PASE

New York, NY

Webmaker Trainer 1/2014 – 6/2014, 1/2015 – 6/2015

- Worked with after school program sites to create websites using Mozilla Tools and trained site staff.

Freelance Web Development 2013 – 2020

Phone Booth Press

Cofounder 7/2010 – 2015

- Ran a small press and published books and print sets.

WEB PROJECTS:

Record Player record-player.glitch.me

- A computer vision enabled app that combines the Google and Spotify APIs to identify albums from a photo of an album cover. “New App Is Basically Shazam for Album Covers” - Pitchfork

SKILLS:

Language: Bilingual in English and Spanish

Technology: JavaScript, Node.js, React, Vue, CSS, HTML, Ruby on Rails, Django, Docker, Git, MySQL, Postgresql, Python, SQL

EDUCATION:

Recurse Center

New York, NY (Remote)

Participant Fall 2020

- Participated in a 12 week batch and focused on building a real-time map of the NYC subway system.

University of California, Santa Cruz

Santa Cruz, CA

Bachelor of Arts Degree 2008

- Double Major: Language Studies (Linguistics) and Modern Literature