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## Skills

### Javascript & ES 2015

On the web side, I have extensive experience with AngularJS 1.x and D3 3.x. As for the backend, I have written several small projects in NodeJS, using Express 4 for writing web services. In my spare time, I have been using React in personal projects.

### Sass & CSS

I write rich, reusable web components with Angular/React and Sass. I am comfortable working in any design language, and I love to experiment. I have designed components for seamless visual integration with Material Design, Metro, and vanilla Bootstrap.

### Modern Web Development Toolchain

I work with npm and bower to manage project dependencies, and write build tasks using Gulp and Webpack. View [the source](#) of my personal site to check out some example project setup code, or fork [my base repo](#) if you want to easily reuse this setup.

### Containerization & Docker

I have extensive experience containerizing applications for running on a Kubernetes deployment. I am comfortable deploying a service from start to finish on any docker setup.

### Application Lifecycle and Infrastructure

I have spent 4 years working in eBay's Cloud Infrastructure team supporting developers site-wide, so I have a good grasp on the infrastructure that powers modern web services.

### Unix Environments

I work great with a shell (preferably zsh), and I can apt-get, curl, and pipe like a pro.

### General Software Development

I was classically trained with Java and C, and I have worked with some Golang in my time in Kubernetes-land.

## Work Experience

### Software Engineer (Frontend) — eBay (January 2014-present)

I currently work as a frontend engineer embedded on the Cloud Engineering team at eBay. I manage and maintain several projects geared towards bridging the gap between Dev and Ops with simple user interfaces and actionable data visualization.

### Recent Projects

#### Kubernetes at eBay (late 2015)

I contribute internally to eBay's Kubernetes implementation, adapting the open source [Kubernetes Dashboard](#) to suit eBay's application lifecycle needs. I have designed and built several extensions to the

dashboard frontend code using Angular, including showing performance graphs built with D3.js, and building a search function integrated with eBay's Docker container registry.

*Tools used: Docker, Kubernetes, AngularJS 1.4, Angular UI, Angular Material, ES 2015, Babel, Gulp, Sass, D3.js, Node.JS, ExpressJS*

### **Cloud Infrastructure Configuration Management DB Browser (mid 2015 - late 2015)**

I designed and developed a web interface to browse and search the Graph Database containing configuration data objects for VMs, Applications, Tenants, Servers, etc. for eBay's Openstack deployment. I built fully interactive visualizations for browsing relationships between objects using D3 and Angular.

*Tools used: D3.js, AngularJS 1.2, Bootstrap*

### **Cloud Metrics Dashboard (early 2015)**

I designed and built a user-customizable metrics dashboard similar to Kibana for displaying metrics coming from various internal tools on a dashboard. I developed user-customizable data visualization widgets in D3 and Angular. Designed to run in fullscreen, these dashboards are displayed on TVs and projectors in the office and Network Operations Center.

*Tools used: D3.js, Bootstrap, AngularJS 1.2*

### **Cloud Engineering Intern — eBay (June 2013 - September 2013)**

I developed & supported several features for a monitoring tool for eBay's OpenStack Cloud. I built visualizations for several pages using jQuery and the Highcharts graphing library.

*Tools used: jQuery, Java 7, Play Framework 1.2*

### **Operations IaaS Intern — eBay (June 2012 - September 2012)**

I developed a REST API in Java for an internal VM Provisioning & Remediation tool.

*Tools used: Java 7, Spring Framework*

## **Outside Projects**

**Code Names App ([Github](#))** — I built my favorite board game as a mobile friendly web application to play on the go. The idea was to be able to play while I was at the [PAX](#) expo hall, where there is usually little to no cell service. I designed the app to run on two phones, with no backend needed for multiplayer. I have hosted the game on my website, [codegoblins.com](#). Ask me about the board encoding!

*Tools used: AngularJS, Angular UI, Sass, Gulp, Bower, Webpack, Babel*

**Web Project Starter Code ([Github](#))** — A collection of frameworks I have been using recently for starting web projects. Includes Gulp tasks for building Sass & ES2015 code, as well as watching the source files for automatic browser reloading with Browsersync.

*Tools used: AngularJS, Angular UI, Sass, Gulp, Bower, Browsersync, Webpack, Babel*

**Wheel of Fortune Webapp (currently unpublished)** — To teach myself React and Two.JS, I am building a wheel of fortune web application to showcase some shower thoughts I had about how AIs would play wheel of fortune. Ask me about some of the strategies I came up with!

*Tools used: React, Sass, Gulp, Bower, Browsersync, Webpack, Babel*

## **Education**

**University of California Santa Cruz** — Bachelor's Degree, Computer Science