

CAREER PROFILE

I am a technical manager, architect, and leader, focusing on objectives, user experience, and scalability of solutions within business parameters. Communication, honesty, organization, and action are pillars of my approach. Limiting overhead while staying fast, lean, and organized is what works best for developers. Managing and translating engineering initiatives into ROI opportunities works best for stakeholders. My goal is to do both while maintaining my role as an individual contributor.

Proprietary Software/Cloud: Claude Code, Docker, Kubernetes, AWS Cloud, Paperspace, Cloudflare

Operating Systems: Ubuntu, Redhat, MacOS, Windows

Languages: Golang, C++, C, Java, JS, Python, React, Bash, SwiftUI

EXPERIENCE

Influxer – Dallas, TX (Remote) – 3 years, 6 months

Head Software Engineer/CTO

- Scaled from 0-1, to 6M+ ARR in a new NIL sports industry
- Millions of website visitors, hundreds of thousands of customers, and 10s of thousands of athletes built out from (at the time) a college project.
- Established system architecture ranging from DB Structure and selection, cloud infrastructure, language/framework selection, and product design.
- Created a cohesive system supporting millions of products, 10's of thousands of stores, licensed product management/royalty dashboard, and iOS & Web application for store owners.
- Designed a custom graphics engine for producing millions of product mockups.
- Planned, Managed, Deployed, and Reported, on several initiatives simultaneously
- Established feature driven, test based, agile methodology and communication channels to scale with the growing department.
- Managed a budget to support company infrastructure, the platform, payroll, and general operating expenses.
- Interviewed, hired, and onboarded a full 9 person department
- Interfacing with Stakeholders to help establish business and technical direction

L3 Harris – Waco, TX – 1 year, 1 month

Software Engineer

- Generate and reconstruct military grade testing procedure for security and integrity
- Added communication and netcode across several environments to large aircraft
- Created and maintained expansive development tools such as automatic code generation, and python based bit math pipeline to digest test data.
- Added functionality to on board systems of F1 series jets.
- Added functionality to pixie boot auto install systems

JB HUNT – Lowell, AR – 3 months

Software Engineering Intern

- Collaborated to an iterative design process in a SCRUM environment utilizing Microsoft's Azure DevOps in teams of 5 or 6
- Interfaced with RESTful micro services to extrapolate and reformat data for internal use
- Developed front end functionality in an enterprise level application with Angular 6

- Analyzed containerized deployment process through Kubernetes

CBORD WACO – Waco, TX – 8 months

Software Engineering Intern

- Created Powershell scripts for running API tests in a Jenkins pipeline
- Created and configured exim4 email server on aws ec2 instance to handle all support emails
- Observed and learned to combine legacy systems with new software solutions
- Help maintain Objective C iOS mobile app
- Used Perforce and Git version control systems

RESEARCH

- Assisting doctoral candidate NishatTasnim Liza on automating workflow in quantum chemical simulations using QChem and Gaussian simulators
 - Established a data pipeline for quantum chemical simulation output parsing, logic based on extrapolated data, and meaningful data visualization.
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EDUCATION

BSCS – BAYLOR UNIVERSITY

December 2020

- Major: Computer Science

Associates – MCLENNAN COMMUNITY COLLEGE

May 2018

- Major: Computer Networking