

Work Experience

[Google](#) Product Tech Manager *New York, NY* 2018 – present
Managing Google Ad Manager Dynamic Ad Insertion product from design development to feature rollouts and wide-scale deployment. Responsible for improving the product's serviceability and usability in order to reduce service costs and increase product revenue.

[Google](#) Solutions Engineer *New York, NY* 2015 – 2017
Managed relationships with Google's largest partners in the television broadcaster and distributor space. Grew the business of server-side ad insertion into streaming video. Supported live and linear streams, VOD streaming, and client implementations on Android, iOS, and OTT devices.

[Georgia Tech Research Institute](#) Research Scientist *Georgia Tech* 2014 – 2015
Researched tools for collaborative systems engineering. Developed web applications that brought research efforts to real world usage. Led development of deployed Angular application.

[College of Computing](#) Teaching Assistant *Georgia Tech* Spring 2014
For course CS 3510 Design and Analysis of Algorithms with Professor Maria-Florina Balcan, Ph.D. Held office hours for supplementary teaching, and graded homework and tests.

[Yahoo!](#) Software Engineering Intern *Sunnyvale, CA* Summer 2013
Developed common components for Yahoo's media sites. Components were reusable across a full range of browsers and devices, as well as being internationalized and accessible. Built and alpha-beta tested a native ad format for Yahoo News, now part of the Gemini product.

[Digital Assent LLC](#) Software Developer *Atlanta, GA* 2012 – 2013
Worked on a comprehensive tablet solution for health care practices. Contributed to the core product: a single-page mobile-web application. Worked directly with the CTO/co-founder on a small team. Completed projects that were self-driven, across the full stack, and by necessity on a fast-paced cycle.

[MaxLab](#) CS Mentorship *Georgetown University* 2009 – 2010
Optimized computer vision model using massively parallel programming on graphics processing units (GPU) to implement key operations integrated with MATLAB model. Achieved a speed up of 12.5x.

[Center for Social Complexity](#) Software Developer Intern *George Mason University* Summer 2009
Implemented a multi-agent modeling simulation using general purpose GPU computing. Correlated performance with agent complexity as more basic agents fit the massively parallel paradigm.

Education

[Georgia Institute of Technology](#) *B.S. Computer Science, Highest Honors* 2010 – 2014
[Thomas Jefferson High School for Science and Technology](#) 2006 – 2010

Skills

Languages Javascript, Dart, CSS, SCSS, SQL, Java, Python, Bash, Scala, Go, Clojure, MATLAB
Frameworks Angular, Material Design, React, jQuery, Apache, Django, Mongo, Mysql, Lodash
Platforms Web, mWeb, Chrome Extension, Chromecast, iOS, tvOS, Android, Android TV, Roku
Tools Git, Perforce, SVN, FFmpeg, AppEngine, Vagrant, Gulp, Jira, Trac, Travis, JMeter