
EDUCATION

Texas A&M University

Fall 2010 – May 2014

- Major: Computer Science
- Minors: Business and Mathematics
- Major Specific GPA : ~ 3.6
- Overall GPA: 3.2

TECHNICAL SUMMARY

Proficient With:

- JS, jQuery, CSS, SASS, HTML
- AngularJs, Express, Node
- Angular (latest)
- RxJs & Redux
- VueJS
- JS Testing: Protractor, Jasmine, Karma, Mocha, Chi,
- Git/GitHub/BitBucket

Developing Environments/Tools:

- Webstorm
- Eclipse
- Linux/Unix Boxes/Command Line
- Shell Scripting
- Jenkins / Travis CI
- Visual Studios 2010/2012
- Excel/MS Word Macro Editor
- Unreal Game Engine
- openCV
- Jira / Trello

Other Technologies Used:

- C, C++, C#, Obj-C
- Python
- Java
- Swift
- BackboneJS
- SSE (server side events)
- Websockets
- AWS (Amazon Web Services)
- Heroku
- mongoDB
- web scraping (casperJs)
- voice technologies (Alexa and Google Home)

EMPLOYMENT HISTORY

Fidelity Investments

July 2014 - Current

Software Engineer

- **Fidelity's New Watchlist**

- Serving as the lead Angular and Node developer/project architect on one of Fidelity's top online trading initiatives which is a brand new streaming watchlist experience that will soon become the one stop shop for all the traders needs.
- Created the app architecture from scratch, following best practices set fourth by the community, setting up the server, client and environment configurations.
- Also responsible for creating a Gulp pipeline for the project that is now being used for several different projects in the organization.
- Introduced RxJs into the project to reduce the complexity of sharing data between view controllers and to follow more similarly to how ngrx works in Angular.
- Technologies Used: AngularJS, RxJs, Node, Gulp, JS, HTML, SASS, CSS, Jasmine, Karma, Protractor

- **Real-Time Margin Impact Calculator**

- Served as lead front-end developer on this high priority project for creating an AngularJS driven pop-up. It appears on various trading applications to help users understand how their trade will impact their margin account.
- Technologies Used: AngularJS, Gulp, JS, HTML, SASS, CSS, Karma, Mocha, Chi

- **Jenkins Automation**

- Personally developed automation scripts /templatesto improve/speed up the development build process. Jenkins builds went from taking a configuration time of 30 minutes to 3 minutes.
- Technologies Used: Jenkins, Remote Unix boxes, Groovy Script, Git Stash Integration

- **BackboneJS Team Training**

- Lead several training courses to teach the team proper Backbone styles and techniques in order to achieve a better Test Driven Development environment.
- Technologies Used: BackboneJS, CodeSchool, Karma, Mocha, Chi

- **Git Stash Migration**
 - Lead assistant in migrating 10 enterprise applications from Clearcase to Git Stash and creating a development pipeline with newer technologies.
 - Migration for each app included making repos, creating proper pom.xml files, creating Jenkins develop and release builds, and setting up environment tokens.
 - Technologies Used: Maven, Git, Clearcase, Jenkins
- **Fidelity Wealth Management Project**
 - Served as the lead developer for this small project that introduced a new account for a small share of high-priority customers.
 - Project entailed creating a new JSP page for the new account type and displaying the new data.
 - Technologies Used: Java, JSP, HTML5, CSS, Jenkins, Git Stash
- **LEAP Training Project**
 - Developed web UI tool to help phone center reps see customer data quickly and easily. This was a proof of concept that will be implemented fully in the near future.
 - Technologies Used: Java, JUnit, jQuery, JS, HTML5, bootstrap, JSP, Git Stash
- **Excellence In Action Award Winner August 2017**
 - Awarded the “Excellence in Action” award for leading our team through a difficult transition and leading the design and implementation of streaming quotes for the first time on Fid.com!
- **Excellence In Action Award Winner August 2016**
 - Awarded the “Excellence in Action” award for coming up with innovative solutions to complex problems regarding project architecture and implementation. Also noted was collaboration amongst team members and spending time teaching and helping other team members up to speed with new tools and technologies.
- **Excellence In Action Award Winner July 2015**
 - Awarded the “Excellence in Action” award for hard work in helping the team develop methods and means for quicker and better development pipelines. Some of the areas highlighted were for helping with Jenkins automation, Git Stash integration, team training, and environment token management.

General Motors

Summer 2013

Software Intern

- Excel Compare Tool: Developed a client-specific Excel sheet compare tool to help track statuses of different projects in the department
- Technologies Used: Excel, Excel Macro Editor, VBA

Odessa Country Club: Odessa, TX

Fall 2009 – Summer 2010

Tennis Assistant/Shop Manager

- Managed Shop activities, responsible for inventory management (Ordering equipment, supplies, etc.), sales
- Provided private and group tennis lessons for various age groups.

E.C.I.S.D: Odessa, TX

Jr. High Tutor

Fall 2009 – Spring 2010

- Tutored 7th, 8th, and 9th grade students in math and sciences.

OTHER TECHNICAL PROJECTS

Web Design

- Dougiefresh Designs
 - Created a portfolio for myself to show off what some of my accomplishments and learn a new web framework
 - The site is simple, fun, and gives some great insight into who I am
 - <https://df-designs.herokuapp.com>
- Get Fit with Kim (January 2015 – January 2016)
 - Developed a website for a fitness instructor/dietitian to help clients sign up for events and manage diet plans.
 - The site includes features such as

- View events and classes on interactive calendar
- Register and pay for cooking classes and events with PayPal
- Contact Kim via site messaging system
- And more
- Site was developed with AngularJS, Express, and NodeJS with a Gulp build automation pipeline.
- www.getfitwithkimtoday.com/

iOS Applications

- RapidRoster (Fall 2014 – Spring 2015)
 - College Sports app created for a client to allow users to save team rosters and stats offline in order to always have your team's info at the tips of your fingers.
 - Created the initial application that the client now maintains an updates as necessary.
 - <https://appsto.re/us/eGMu9.i>
- Falling Brick (Fall 2014)
 - Simple game app that challenges the user to navigate a falling brick between crazy objects without going too fast
 - Never published, used to learn different game patterns in iOS development
- Text-for-Me (Spring 2014)
 - App that assisted in texting by connecting to Amazon Mechanical Turk and asked users for advised replies.
 - Responses from turkers were then voted on by other turkers and returned to the iOS user with push notifications

Big Data Hack-A-Thon (2013)

- College hackathon tasked with using Python to extract/parse 11.5GB of Twitter data and display a visual based on findings

Projection Mapping for Interactive Dance Performance (2013):

- Developed aesthetics to show/ interact with a dancer using Kinect/OpenCV
- <http://wherethelightfollows.blogspot.com>

Game Design (2013):

- Developed a 3-D FPS (using C# and Unreal game engine)

3-D Character Modeling (2013):

- Created/animated a character from scratch in Maya
- <http://tinyurl.com/sword-master-animation>