



WORK EXPERIENCE

THUMBTACK	Worked on the Growth and Platform teams as an Android engineer.
<i>Senior Software Engineer</i> June 2018 - May 2023	<ul style="list-style-type: none">• Built features and ran A/B tests on the Kotlin Android apps and backend in Go/PHP/Python• Responsible for app architecture, CI/release pipelines, and developer productivity for the entire Android team• Conceived, planned, and drove adoption of new technologies including Compose, Navigation, and Coroutines, culminating in a new UI framework <u>Cork</u>
<i>Software Engineer Intern</i> Summer 2017	
IMAGING SYSTEMS	Developed an Android tablet app to monitor and control a manufacturing process.
TECHNOLOGY	<ul style="list-style-type: none">• Received live data via Bluetooth, calculated aggregates, displayed realtime graphs, and kept logs of past runs• Handled large amounts of data in an extensible way• Facilitated the team's decision making
<i>Android Intern</i> Summer 2016	
METABOLISMFUN 	Created the online educational game MetabolismFun with Dr. Neocles Leontis at <u>BGSU</u> to teach metabolic pathways to college students in an engaging, interactive way. I was responsible for programming, design, and deployment.
<i>Full-Stack Web Engineer</i> July 2013 - Jan 2015	
AGILE OASIS	Designed and built a variety of contracted websites, and including a social network Project Qi connecting users to non-profits. I worked closely with clients to craft the experiences they had in mind.
TECHNOLOGIES	
<i>Web Developer Intern</i> Summers 2015 and 2013	
PERSONAL ROBOTICS	Designed an Android tablet app for in-house use with the humanoid robot <u>HERB</u> . The app provided a simple interface for normally difficult tasks such as adjusting motor position, displaying sensor output, or sending a direct command in <u>ROS</u> .
<i>Research Intern</i> Summer 2012	

PROJECTS

KOTIFY 	A work-in-progress desktop client for Spotify via its web API which I created and developed individually for enjoyment and practice. Built in Kotlin with JetBrains's multiplatform bindings for Jetpack Compose, the project aims to add new features on top of Spotify's platform to improve personal library organization for power users.
2019 - Present	
OPEN SOURCE	Contributed to open source projects including <u>detekt</u> and <u>assertk</u>

SKILLS

NATIVE ANDROID	Comprehensive knowledge of the native Java and Kotlin APIs and build tools
DEVELOPMENT	In-depth experience with modern architecture: MVVM, Compose, Navigation, Coroutines Worked with industry standards, mature codebases, and millions of users
PROGRAMMING	Kotlin/Java, Go, Rust, Python: solid foundation in the style and uses of these languages Web development: GraphQL, Go, PHP, SQL, JavaScript, and HTML/CSS Linux: daily usage of top-level components (CLI, Bash scripting, Git)
MATHEMATICS	Strong academic core with a focus on Analysis, Combinatorics, and Abstract Algebra Analytical thinking, problem solving, and abstract reasoning

EDUCATION

CARNEGIE MELLON	B.S. in Mathematical Sciences with an additional major in Computer Science
UNIVERSITY	Class of 2018; 3.41 Cumulative GPA