

PROFESSIONAL EXPERIENCE

Software Engineer, *Apple*, Remote Jun 2020 - Present

- Designed, engineered, & maintained an intuitive CRUD UI for setting up new pricing plans, streamlining a process that was entirely scripts-based. Leveraged Rails MVC (model-view-controller) paradigm.
- Optimized an inefficient reporting cron job by caching the large dataset upfront. Utilized technique of having arrays of unique data combinations as the keys of a Ruby hash map.
- Created CSV upload & import flow for Operations team to allocate trade-in vendors for every product by country.
- Decreased MarketDev team's manual workload by refactoring joint pricing portal into separate portals.
- Scripted jobs and one-offs integral to generating reports and for making manual changes to the database.
- Configured, scheduled, applied, & headed new pricing rollouts on a monthly basis via custom Rails scripts.

Software Engineer, *Autolist*, San Francisco, CA Nov 2018 - Apr 2020

- Increased weekly revenue by thousands of dollars through ads integrated into Content Slideshows feature. Done with React, Redux in Next.js Node app while collaborating with product, design, and engineering teammates.
- Increased buyer lead conversion by 20% with QuickConnect feature that connected users with dealers immediately after the user submitted a lead. Utilized Clean architecture with Rails and Twilio API.
- Recreated Backbone landing page in React (Typescript) with dynamic search feature and 100% Jest test coverage.
- Improved lead quality with implementation of email verification API, ensuring users verified their emails before sending leads to dealer customers. Utilized Serverless, AWS Lambda, and Firebase.
- Improved paid marketing analysis by persisting UTM parameters from users' first site visit to lead submission. Added columns to the backend leads table and leveraged Redux store for the params on the front-end.
- Ensured 100% of all CodeClimate and CircleCI tests passed and >90% test coverage for all pull requests filed.

Supplier Quality Engineer, *UTC Aerospace Systems*, Chula Vista, CA Apr 2017 - Dec 2017

- Developed and deployed SCQA FAI documentation review process across all company programs within 3 months
- Launched training material and worked with supply base to reduce submitted documentation mistakes by over 50%

Quality Engineer, *Quatro Composites*, Poway, CA Sep 2015 - Mar 2017

- Performed, developed & shipped first-article inspections (FAI), helping to improve company on-time delivery to 98%.
- Designed and deployed shop floor work instructions and documentation following strict aerospace standards.
- Automated over 75% of parts inspection with regular operation and programming of measuring machine.

Service Engineer, *Indicate Technologies*, Santa Clara, CA Aug 2012 - May 2015

- Applied critical thinking daily to calibrate, maintain, troubleshoot and repair highly sensitive metrology equipment in high-intensity, FDA-regulated, medical device manufacturing and laboratory environments.
- Collaborated with customer QA teams in programming 3D measurement software to automate quality inspection.

PROJECTS

TRACER ([live site](#)/[github](#)), Single-page app where users can build and save running and cycling routes; React/Redux + Rails

- Used Google Maps API to dynamically update & display overall elevation gain of user-created routes.
- Designed a GUI to allow users to build map routes with Google Maps API, with 'undo' and 'redo' functionality.

shapeShift ([github](#)) An addicting and challenging typing game built with JavaScript and HTML5 Canvas

- Implemented a 'keypress' event listener and manipulated Canvas to dynamically highlight letters as they are typed.
- Programmed function that augments Canvas' gradient function to create pulsing effect in game background.
- Designed algorithm that calculates, displays, and updates the player's WPM and accuracy in real time.

EDUCATION

- App Academy, 2018 (1000-hour immersive full-stack web development intensive with <5% acceptance rate)
- UC Davis, 2012 - BS, Mechanical Engineering