
PROFESSIONAL EXPERIENCE

Software Engineer, *Apple*, Remote

Jun 2020 - Present

- Built spreadsheet platform using Handsontable Javascript library allowing Marketing to configure store page data.
- Designed, developed, & maintained an intuitive CRUD UI for configuring pricing plans, streamlining and automating a process that was entirely manual and scripts-based. Leveraged Rails MVC (model-view-controller) paradigm.
- Optimized reporting cron job by using data structures to cache large datasets and eliminate n+1 SQL queries.
- Automated Operations team allocations workflow by creating CSV upload full-stack feature in Rails framework.
- 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.
- Scripted, scheduled, & coordinated with internal customers on new pricing rollouts on a bi-monthly basis.

Software Engineer, *Autolist*, San Francisco, CA

Nov 2018 - Apr 2020

- Added thousands of dollars of weekly revenue through ads integrated into front-end gallery feature. Frameworks used: React (Typescript), Redux, Next.js, & Node. Collaborated with product, design, and engineering teammates.
- Increased buyer lead conversion by 25% with QuickConnect feature that connected users with dealers after user lead submission. Leveraged automated phone call via Twilio API, and architected with Clean principles in Rails.
- Recreated Backbone landing page in React (Typescript) with dynamic search feature and 100% Jest test coverage.
- Improved lead quality by implementing the email verification feature utilizing AWS Lambda to host the RESTful API endpoint, Firebase to send users verification emails and serverless to facilitate development in a local environment.
- Improved paid marketing analysis by persisting UTM parameters from users' first site visit through to lead submission. Modified leads table with Rails migrations and leveraged Redux store for the UTM params.
- Improved continuous deployment of front-end and backend services to Heroku using Docker images
- Used TDD to ensure >90% test coverage for all pull requests filed. Leveraged CI/CD with CircleCI/CodeClimate

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

- Executed, audited & 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 by regularly operating and programming CMM measuring machine.

Service Engineer, *Indicate Technologies*, Santa Clara, CA

Aug 2012 - May 2015

- Calibrated, troubleshooted and repaired sensitive metrology equipment in medical device laboratory environments.
- Collaborated with customer QA teams in programming 3D measurement software to automate parts inspection.

PERSONAL PROJECTS

TRACER ([live site](#)/[github](#)) Single-page app for users to build and save cycling routes. React/Redux, Rails, PostgreSQL, Heroku

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

Weather App ([live site](#)/[github](#)) Basic weather app that cached weather forecasts for 30 mins. Made in Rails, hosted w/ Heroku

- OpenWeatherMap API (forecast data), OpenDataSoft API (zip code data), and regex matcher for parsing zip codes

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

- Implemented a keypress event listener and programmed Canvas to dynamically highlight letters as they are typed.
- 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