

## Summary

I am an experienced software engineer and leader with a diverse skillset. I love learning new things on a daily basis, and am eager to constantly grow. Communication and trust are important to me, so I ask for transparency from myself and others. I try to bring energy, focus, and accuracy to teams which I'm a part of, and greatly enjoy getting to know the people I'm working with.

## Experience

### CHIEF TECHNICAL OFFICER

September 2021 - Present | Daymaker, US company, worked fully remote from Sweden

Daymaker serves a 2-sided market with 70+ company partners on one side buying gifts and experiences for children through our 70+ non-profit partners on the other. Our software sits in the middle, matching products from our catalog with children based on age, interests, and other factors, as well as managing all of the shipping process in our warehouse. I manage all technical aspects of the company, ranging from hands-on implementation of major features and architecture to coordinating with external design teams to managing other engineers to building out our roadmap and much more. I'm heavily involved in planning and decision making, as well as mentoring other team members and execution of the fine details. The Daymaker stack: PHP on Laravel, React + Angular, Kubernetes on AWS via Amazon ECS

### CO-FOUNDER/SOFTWARE ENGINEER

March 2020 - December 2022 | Mage Hand, Various clients, worked fully remote

I went freelance in 2020 in preparation for my move to Sweden, then added a second engineer to found Mage Hand, a dev shop working on a wide range of projects across various industries and social causes. This work overlapped with my CTO role at Daymaker, which started as a contracted relationship then turned into a full-time role after Daymaker acquired Mage Hand.

Some highlights I'm proud of:

- Built <https://vera.motionforjustice.org> for the Vera Institute of Justice and Institute for Innovation in Prosecution in collaboration with Hyperakt, a social impact design studio. This site is an educational tool to equip prosecutors to tackle sorely-needed prosecutorial reform in the fight against racial injustice.
- Built an application for ZeroPlace (<https://zeroplace.com>), a solar-panel-equipped apartment building with the goal of reaching zero net emissions for energy usage. The app allows its tenants to monitor their own energy usage, building managers to track the energy usage and generation of all tenants and the building as a whole and administer tenant accounts, as well as a lobby display to show the building's solar generation vs average and total usage. This project involved integrating with on-site eGauge sensors for both electricity consumption/generation and water usage. (Actively used)
- Built the MVP of Pollen, an app to succinctly inform voters of candidates' positions on many issues ahead of elections. (No longer actively used)
- Built an interactive building-mapping tool in d3.js for Flume (<https://www.flumeinternet.com>), a fiber-based ISP that offers free and discounted highspeed internet services to individuals eligible for federal assistance. This tool allows installation technicians to map out the networking equipment across an entire building in detail. (Actively used)

### SOFTWARE ENGINEER

Feb 2019 - March 2020 | Elemental Cognition in New York, New York & Wilton, Connecticut

Alongside the core research team that built IBM's Jeopardy-winning Watson, building tools for internal AI researchers to carry out their research on our system. This includes robust UIs to interface with the system, as well as various forms of data visualization. Also building

applications to show the public and investors the capabilities of our unique approach to building AI with real language understanding. This role involves working across the full web stack (Vue on the front, Java on the back) and understanding our applications of NLP, KR, and various disciplines within the AI umbrella.

## PRINCIPAL ENGINEER

June 2018 - December 2018 | Credibility Capital in New York, New York

Worked on the internal tools for loan specialists to do their work shepherding a lead into a loan, as well integrations with partners. Worked across the stack, from React to Go to Kubernetes on Google Cloud Platform.

## SENIOR SOFTWARE ENGINEER/TEAM LEAD

January 2016 - May 2018 | Mark43 in New York, New York

Built out modules/features from beginning to end, on both the back (Java) and front (React/Redux with smatterings of Knockout/Backbone). Dabbled in DevOps, managed multiple large production releases, supported production on rotation, and organized our monthly Backend All-Hands-on-Deck meeting. A project highlight from my first year at Mark43 was the architecting and building of a case management tool for detectives, in use in multiple police departments across the country. Transitioned into a management role to lead a small team that primarily supported our first-and-largest client, the Washington D.C Metropolitan Police Department. While in this role, oversaw and built features, dealt with infrastructure upgrades and maintenance, interfaced with technical and less-technical client/internal stakeholders, and built a pipeline for auditing internal usage that helped reach convictions in multiple corruption cases. Technologies used extensively while at Mark43: Java, React, Redux, Knockout, Backbone, MySQL, Redis, ElasticSearch, Kafka, AWS. On occasion: Node, Go.

## SOFTWARE ENGINEER (#2)

November 2014 - January 2016 | Bread Finance in New York, New York

Built a lending platform from the ground up. Full stack development with Go and React. Postgres as usual, with smatterings of Mongo and Redis. Using micro-service architecture with messages passed over a centralized queue cluster. Extensive testing as part of the culture.

## CHIEF TECHNICAL OFFICER

July 2013 - August 2015 | PurposeMatch in New York, New York

Launching, maintaining, and continuing to develop (programming daily) the entire technology stack for a 4-person startup with seed funding. Managed contractors for additional development and design. Occasionally participate in fundraising and networking. Helping make decisions on the future of the product and company. Stack: Node.js, Go, MongoDB, Sqlite, Redis, hosted on Amazon EC2.

## LEAD DEVELOPER

Contracting Summer 2013 | SparkRelief in New York, New York

Backend and frontend development. Built a web app allowing for processing of assistance application forms to help victims of Hurricane Sandy, funded by the Red Cross and other non-profits. This app had various, complex user roles, and let the admins visualize the money moving through the system. Assisted the development intern and on-boarded new devs to the project upon leaving. Backend work was Node.js.

## SOFTWARE ENGINEER

Interned Summer 2012 | Onswipe in New York, New York

Full-time Sep. 2012 - July 2013 | Onswipe, in New York, New York

Backend and frontend development. Server admin tasks, data management, spec'ing out & building new projects. Agile development, with many tasks being worked on at once. Built a simple recommendation engine on top of Elasticsearch and helped rewrite the core data pipeline, involving a huge web crawling-and-parsing Scala app, among many other things. Backend work was Node.js and Scala.

#### WEB SOFTWARE DEVELOPMENT INTERN

2011-2012 | Click Logic, Inc. in Minneapolis, Minnesota

Worked on two sales channel modules (Ebay, Amazon) for a large, administrative, and highly customizable CMS.

## Skills

### Backend

Golang Java Scala Node.js PHP C/C++

### Frontend

Vanilla JS Data Visualization HTML/CSS ReactJS Svelte Vue Figma

Responsiveness

### DevOps

System Architecture Performance Tuning Linux AWS Kubernetes MySQL

Postgres Redis Nginx MongoDB ElasticSearch

### Organization

Mentoring Team Leadership & Management Project Management

Roadmap Creation and Maintenance Strategy Product Management

## Education

### BA, COMPUTER SCIENCE

2008-2012 | Bethel University in St. Paul, Minnesota

Course work focused on object-oriented programming, Model-View-Controller, algorithmic prowess, proficiency with data structures, web development, and implementing a compiler in C++.