

Software engineer with a neurotic insistence on writing maintainable, testable, performant code. I learn quickly, think analytically, and favor the right tool over the popular one.

proficiencies

javascript, html5, css3, git, react, redux, webpack, unit testing (jest), automated testing (cypress, cucumber)
CI/CD (circle CI, jenkins), cloud system design (aws, proprietary), rest api design (node, express), java (spring boot)

experience

Software Engineer II, Senior Software Engineer – JP Morgan Chase (Houston, TX) Aug 2017 → Present

→ Led development of desktop CRM tools using [OpenFin](#), React, Redux, and Spring Boot; → selected as a web tech design authority to promote coding standards and best practices across teams; → acted as team lead and lead UI engineer; → increased legacy application code coverage from 0% to > 90%.

Software Engineer – Stardog Union (Remote) Jan 2017 → Jul 2017

→ Contributed to architecture, design, and development of several projects, including a serverless, responsive React web-app, leveraging AWS for MFA, role and permission management, REST services, and database storage; → and a [Visual Studio Code extension](#) for syntax highlighting and running queries against company's flagship graph database.

Front-End Engineer – Citrusbyte (Remote) Aug 2016 → Nov 2016

→ Led front-end development in a small squad of remote engineers focused on delivering modern, scalable, standards-compliant, responsive web-apps; → implemented new client-side architecture and build setup using React, Redux, and Webpack that enabled faster development and component reuse; → resolved 50% of documented UI bugs within a month of joining the team.

Software Engineer – PROS, Inc (Houston, TX) Nov 2014 → Aug 2016

→ Worked closely with UX and Product teams to rebuild legacy sales analytics dashboards; → helped extract common UI components into an internally-shared component library; → contributed to project boilerplate template that decreased time-to-productivity for new developers; → leveraged Webpack to reduce average build time and CPU usage by 87.5% and 93%.

education

Full Stack Engineering – Hack Reactor (Austin, TX) Jun 2014 → Oct 2016

→ 12-week immersive software development program that teaches full-stack Javascript development; → stayed on as a teacher's aide for two months after graduating.

BA, English – University of Houston (Houston, TX) Aug 2006 → May 2010

→ University Honors with Honors in Major (2010); → Howard Moss Poetry Prize, Honorable Mention (2010); → Academic Excellence Scholarship (2006-2010); → Dean's List (2008); → Kristen Shepler Scholarship (2009)

projects

[Snake](#) Jul 2017

Online multiplayer Snake using WebSockets and vanilla JS. Implements snakes as [circular buffers](#) with O(1) reads and writes.

[Minesweeper](#) Jun 2017

The classic game of luck and logic, but with the ability to design and share custom minefields. Node [backend API](#) deployed on Heroku, and a React [client-side application](#) deployed with Now.

[Wedding RSVP App](#) May 2016

A responsive [React/Redux wedding RSVP program](#) using Google's Sheets API to turn a Google Drive spreadsheet into a free database. This project also needed to support i10n, since my wife's family only speaks Spanish.

[Matchsticks](#) Oct 2015

A [React-powered](#), two player, online nim game, using WebSockets to push updates to players. Built in two days.

awards

2nd Place at MLH CodeRED Hack-a-thon (Houston, TX) Apr 2015

Won 2nd place for our [virtual air-drumming application](#), making use of several hardware accessories.

personal goals

→ Submit a feature-length screenplay to a major competition in 2019. → Learn a systems language and a functional language in 2019. → Publish a game with a digital distribution platform by 2020.