

Senior software engineer with a neurotic insistence on writing maintainable, testable, performant code.

proficiencies

typescript, javascript, html5, css3, react, redux, webpack, unit testing (jest), end-to-end testing (cypress, cucumber) CI/CD (jenkins), cloud services (aws), rest api (express.js, rails), java (spring), git, ruby, database (mysql, postgres)

experience

Senior Full Stack Engineer – Animoto (Remote)

Mar 2021 → Present

→ Collaborated with product and design to build new features for web-based video editing application; → Used React, Typescript, Redux, Node.js, Ruby, and MySQL to let users save video style presets and apply in one click; → Contributed to media processing pipeline written in Node.js to enable uploading and validating fonts for use in video editor.

Senior Software Engineer, Web – DraftKings (Remote)

Aug 2020 → Present

→ Improved Lighthouse performance scores for draftkings.com by 15% by optimizing webpack build output; → contributed to frontend development of Sportsbook SPA (SSR and client-side React and Redux).

Software Engineer II; Senior Software Engineer – JP Morgan Chase (Houston, TX)

Aug 2017 → Aug 2020

→ 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 – Theorem (Remote)

Aug 2016 → Nov 2016

→ Implemented new client-side architecture and build setup using React, Redux, and Webpack that enabled faster development and component reuse between client projects; → 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 with Ember and React; → helped extract common UI components into an internally-shared component library; → 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 Vercel.

[Matchsticks](#)

Oct 2015

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

awards

Sci-Fi Feature Screenplay Award @ 2020 Austin Film Festival (Austin, TX)

Oct 2020

2nd Place @ 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

→ Learn a systems language in 2021. → Publish an indie video game with a digital distribution platform by 2022.