

*Software engineer with a neurotic insistence on writing maintainable, testable, readable code. I learn quickly, think analytically, and favor the right tool over the popular one. [Bears](#), [beets](#), [Battlestar Galactica](#).*

## proficiencies

javascript, html5, css3, git, react, redux, ember, node, css preprocessors (LESS), webpack, unit testing (jest), responsive design, circle CI, AWS, MVC architecture, component architecture, REST API design, HTTP server setup (express)

## experience

**Software Engineer** – Stardog Union (Remote)

Jan 2017 → Jul 2017

Contributed to architecture, development and design of several front-end focused projects, including a Visual Studio Code extension for syntax highlighting and running queries against company's flagship database; and a **serverless, responsive React web-app**, leveraging Amazon Web Services for multi-factor authentication, user role and permission management, REST services, and database storage.

**Front-End Engineer** – Citrusbyte (Remote)

Aug 2016 → Nov 2016

Led frontend development in a small squad of remote engineers focused on delivering modern, scalable, standards-compliant web-apps. Contributed to architectural and design decisions. Primarily worked with **React and Redux** on the client, and helped design and implement REST APIs on the server. Implemented new client-side architecture using React & Redux 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

Assisted in building UI for big-data analysis software with 800k+ users worldwide. Contributed to development of a boilerplate template based on newly implemented tech stack that **decreased the time-to-productivity for new developers**. Worked closely with UX and Design teams to rapidly prototype and pitch proof-of-concepts for next-generation suite of products within company. Helped extract common UI components into an internally-shared component library, to which I contributed several new components. Leveraged Webpack to **reduce average build time and CPU usage by 87.5% & 93%**, respectively.

## education

**Full Stack Engineering** – Hack Reactor (Austin, TX)

Jun 2014 → Oct 2016

Hack Reactor is an immersive software development program in Austin that teaches full-stack Ruby and Javascript development. Hack Reactor trains developers with a rigorous curriculum in modern web development technologies and processes. The intense 12-week program culminates with two senior projects developing production level web applications. After the bootcamp, I stayed on as a teacher's assistant for two months.

**BA, English** – University of Houston

Aug 2006 → Dec 2010

University Honors  
Honors in Major

## projects

[Snake](#)

Jul 2017

Multiplayer Snake. Uses WebSockets to connect players online. Implements snakes as [circular buffers](#) with O(1) reads and writes, and uses raw ES5 for optimal performance.

[Minesweeper](#)

Jun 2017

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

[Wedding RSVP App](#)

May 2016

A React 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.

[Brainforest](#)

Mar 2016

Reference implementation of Braintree's Drop-In UI, rebuilt using React and Redux.

[Matchsticks](#)

Oct 2015

A React-powered, two player, online nim game, using WebSockets to push updates to players. [~200 LOC](#) & 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

Learn C++ by the end of 2017. Submit a short film to a major festival in 2018. Publish a game to a AAA platform by 2020.