



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 webapp, leveraging AWS for MFA, role and permission management, REST services, and database storage; → and a <u>Visual Studio Code extension</u> for syntax highlighting and running queries against company's flagship graph database.

Front-End Engineer - Theorem (Remote)

Aug 2016 → Nov 201

→ 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)

Vov 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

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

BA, English - University of Houston (Houston, TX)

Aua 2006 → May 201

→ 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

<u>Snake</u>

Jul 20

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 <u>backend API</u> deployed on Heroku, and a React <u>client-side application</u> 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.

<u>Matchsticks</u>

Oct 2015

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

awards

 $\textbf{2nd Place at MLH CodeRED Hack-a-thon} \ \, (\texttt{Houston}, \ \, \texttt{TX}) \\$

Apr 2015

Won 2nd place for our <u>virtual air-drumming application</u>, making use of several hardware accessories.

personal goals

→ Submit a feature-length screenplay to a major competition in 2020. → Learn a systems language and a functional language in 2020. → Publish a game with a digital distribution platform by 2022.