

*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, node, css preprocessors (LESS), webpack, unit testing (jest), responsive design, CI/CD (circle CI), AWS, MVC architecture, component architecture, REST API design, HTTP server config (express)

## experience

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

Aug 2017 → Present

→ Guided transition of several legacy applications to modern web stacks, increasing their test coverage from 0% to > 75%;  
→ contributed to establishment of standards and best practices used across LOB-wide front-end teams, including linting, automatic code formatting, testing, and design patterns; → developed and maintained application bootstrapping and build scripts, forked from [react-scripts](#); → supervised team of 3 UI engineers.

**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 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

→ 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 new products. → 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%, respectively.

## education

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

Jun 2014 → Oct 2016

Hack Reactor is a 12-week immersive software development program that teaches full-stack Javascript development with a rigorous curriculum in modern development technologies and practices. The program culminates in a portfolio of software applications, developed individually and in small teams. I stayed on as a teacher's aid 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

Multiplayer Snake. Uses WebSockets to connect players online. 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! 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 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. [~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 2018. Submit a short film to a major festival in 2018. Publish a game to a AAA platform by 2020.