

Work

Director of Engineering	Optum Digital	March 2022 - Present
Responsible for the technical direction and delivery OnePass product, a for-pay fitness subscription benefit.		
<ul style="list-style-type: none"> Managed a team hiring budget of 7.95 million USD (engineering portion only) Managed hiring from different sources Mentored a new manager in the development of their managerial skills Implemented of team development processes, including QA, release structure and communications as well as developer on call rotations Daily collaboration with stakeholders, eg. salespeople, consumer support, product management. Oversaw team distributed over the globe: team members in India, Poland, Brazil, Paraguay, Colombia, East coast, Chicago, West Coast. Experienced developing teams around the world. 		
Software Engineering Manager (Sr)	Rally Health	March 2021 - March 2022
Worked on two products in this capacity. The first was an employee assistance product, targeted towards easier mental health access. The second was the ideation and launch of OnePass, a for-pay fitness subscription benefit.		
Promoted to Senior Manager during this time		
<ul style="list-style-type: none"> Mentored a two new engineering managers at the beginning of their career Took over the setup process for my teams; evangelized new processes and enabled better communication between engineering, project and product management 		
Senior Software Engineer, Technical Lead	Rally Health	Fall 2016 - March 2021
Led development of the digital health plan, United HealthCare's insurance dashboard product. Extensive use of Scala using the Play Framework.		
<ul style="list-style-type: none"> Led a team through the maintenance, enhancement and delivery of a consumer facing product. Integrated DHP with their own APIs <> Developed APIs and Microservices, integrated with third party APIs. Collaborated with product to discover feature requirements, designed solutions for API integrations. Extensive use of unit testing frameworks and integration pipelines. Mentored junior engineers in best practices and functional programming. 		
Active Member	RoboCup (Bowdoin Robotics Team)	Fall 2013-Fall 2015
We use NAO robots to compete in the RoboCup Standard Platform League. The robots played soccer autonomously.		
<ul style="list-style-type: none"> Researched ways to improve the locomotion of the robots in a soccer environment. Wrote a Java and C++ based software tool to modify the behavior of the robots in real time. Improved near goalpost behavior and created a penalty kick behavior using Python. 		

Education

Brunswick, ME	Bowdoin College	Bachelor of Arts, May 2016
B.A. in Mathematics, GPA: 3.27/4	B.A. in Computer Science, GPA: and 3.30/4	

Relevant Coursework: Distributed Systems, Operating Systems, Programming Languages, GIS Data Structures and Algorithms, Cognitive Architectures, Computer Networks, Optimal Control, Advanced Analysis, Introduction to Analysis, Differential Equations.

Skills

- Scala, Java, Python, Typescript, Javascript
- Play Framework, AngularJS
- AWS, Docker, Jenkins, Kubernetes, Kafka
- HTML, CSS, JSON, XML
- MongoDB, PostgreSQL
- Git, SVN
- OS Concepts: locks, mutexes, semaphores
- Graph algorithms, Sorting Algorithms
- Socket Programming - TCP/IP. Client-server architectures
- Multithreading, Dynamic Programming