
work experience

Senior Software Engineer

Feb 2020–July 2021

PayScale, Inc.

- Migrated multiple high traffic legacy services with no tests to scalable, fully tested Kubernetes .NET Core services on Azure AKS
- Led development of Python FastAPI Kubernetes service for matching job details to compensable factors, composed of varied resource-intensive Data Science models
- Created paid public API from highest traffic service at company with custom user policy management system, generating ~\$40k per month alone
- Built TeamCity task system for Data Science providing templates, virtual environments, cloud agents, and encrypted secrets process for efficient development

Software Engineer II

2017-2020

PayScale, Inc.

- Designed and built highest traffic service at the company, generating 10mm+ compensation reports per day and forming backbone of most products
- Created process for building and deploying all facets of company internal data, critically used by all teams every day for both internal and customer-facing systems
- Conducted interviews covering algorithms and debugging for my team and others

Software Engineer I

2016-2017

PayScale, Inc.

- Pulled legacy high-traffic, computationally dense service out of ASP.NET monorepo into modern .NET Core cloud-based microservice with async task architecture
- Built processes for maintaining and querying Elasticsearch indices that serve 30mm+ queries per month, powering both internal and customer-facing products

Data Science Engineer

2015-2016

PayScale, Inc.

- Created serverless, performant NLP feature extraction pipeline for inferring topics and skills from user uploaded job description files
- Led build and release of PayScale's core compensation model for four quarters, compressing complex manual process into automated scripts

technologies and languages

Languages	C#, Python, Java, JavaScript/TypeScript, Scala, Powershell, HTML/CSS
Technologies	Cloud (Azure/AWS), Docker, Kubernetes, Git, .NET, Redis, Elasticsearch, Electron
Concepts	Web Development, Microservices, API Design, Automation, Testing, CI/CD

education

University of Oregon

2015

Bachelor of Science, Biology

interests

Japanese | 3D Printing | Woodworking | 3D Modeling | Running | Game Development