

## Experience

---

### Freelance Full Stack Engineer

Houston, TX

June 2017 - Current

- Develop and prototype video games and AR content in Unity 3D  
<https://www.youtube.com/c/Giraffesyo/videos>
- Utilize Colyseus.io (TypeScript SDK) to create backend for Unity PoC.
- Create custom websites & applications for new businesses (*custom time clock software, multiple sales & marketing websites - references available*)

### Director of Engineering at Parallel Works

Houston, TX

March 2022 - Present

- Onboard, recruit, and lead team of developers, regular 1 on 1s with team
- Present architecture decisions to customers, facilitate discussions with partners (AWS, Google, Microsoft).
- Actively continue designing, developing and architecting systems.

### Senior Software Engineer at Parallel Works

Houston, TX

August 2021 - March 2022

- Re-engineered cluster deployment architecture. Instead of using vendor-specific HPC deployment methods, created a custom Terraform based cluster deployment method which provides a uniform stack across the three major clouds. This feature is now the centerpiece of the Parallel Works product, currently in use by the government organization NOAA for their R&D.
- Sole engineer responsible for upgrading from Node.js 0.10 with Jade frontend to Node.js 16 and React.js frontend.
- Designed and implemented processes for CI/CD and moving services into a reproducible kubernetes (GKE standard and autopilot) environment deployed with Terraform.
- Daily pair programming with company president, junior developers, and interns

### HPC Developer and Cloud Architect at ConocoPhillips

Houston, TX

June 2019 - August 2021

- Create full stack application for monitoring HPC cluster health
- Administrate and develop for 5000+ high performance linux computing systems
- Create IaC templates and act as community expert in AWS cloud. Provide advice and support through office hours, 1 on 1s, and hands-on pairing sessions

## Education

---

### Master of Science in Computer Science

*Focus on game development*

University of Houston

*in progress, expected 2023*

4.0 GPA

### Bachelor of Science in Computer Science

*Special research topic in Augmented Reality (video/source available)*

[https://cos.okstate.edu/departments\\_of\\_computer\\_science/research/students\\_projects.html](https://cos.okstate.edu/departments_of_computer_science/research/students_projects.html)

International Study Abroad in Mexico

Oklahoma State University

2016-2019, 3.7 GPA

Tecnológico de Monterrey

2017-2018