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WORK EXPERIENCE

DMSi | SOFTWARE ENGINEER

Omaha, NE | May 2020 – Present

- Architected complex reusable components for the shared design system to provide a consistent feel during advanced user interactions across the suite of four mobile applications.
- Enforced Apple's Human Interface Guidelines to meet platform-specific user experience expectations.
- Administered thousands of code reviews, proposing algorithmic alternatives to improve app performance.
- Engineered two app modules in **React Native** to allow warehouse workers to quickly handle shipments.
- Conducted workshops on **TypeScript**, **Git**, and **Testing for Accessibility** to 50+ engineers in internal trainings.
- Communicated with 10+ team members during **Agile** meetings to inform product decisions about technical requirements, restrictions, and UI/user experience flows, improving overall software solutions.
- Deployed 9 composite GitHub Actions and provided training to developers on best-practices.

University of Nebraska-Lincoln | SENIOR LEADER

Lincoln, NE | Jan 2019 - May 2021

- Managed over 60 teaching assistants (TAs) for four introductory computer science courses, ensuring quality resources were available to all students to increase accuracy and efficiency in instruction.
- Compiled three technical interview prompts in **Java** and **Matlab** and provided feedback on materials written by coworkers in **C** and **Python**.
- Presented workshops on **debugging** and **pedagogy**, impacting teaching strategies for hundreds of students.
- Drafted 4 accepted amendments to official policies for the teaching assistant program, improving employee understanding of policies.

PROJECTS

MOBILE APPLICATIONS

IOS, SWIFT, SWIFTUI, REACT NATIVE, REDUX, XCODE

- Designed 5 utility mobile apps by seeing a need in the market and releasing the solutions to the App Store.
- Developed a wide range of technology stacks to construct these apps: 2 in React Native, 3 in Swift, including SwiftUI.

OPEN SOURCE CONTRIBUTIONS

GIT, JAVASCRIPT, REACT NATIVE, PHP

- Standardized the School of Computing's grading system, a platform used by hundreds of students annually, to utilize the school's authentication system.
- Debugged and corrected untyped exports for an Expo module with tens of thousands of weekly downloads.

VOTER TOKEN GENERATOR AND PARSER

RUBY, LATEX, REGEX, SCRIPTING

- Created voter authentication tokens to permit a high school organization to conduct yearly officer elections via an online form while providing for election security. Used annually since 2020.
- Reduced turnaround time by over 75% when compared to the previous paper and pencil method.
- Facilitated over 1500 votes for 4 annual elections, with 0 reports of illegitimate votes.

EDUCATION

Masters of Science - Computer Science

Lincoln, NE | May 2023

UNIVERSITY OF NEBRASKA-LINCOLN

Masters of Engineering Management | BUSINESS MINOR

Lincoln, NE | May 2023

UNIVERSITY OF NEBRASKA-LINCOLN

BSc. Computer Science | MATHEMATICS MINOR

Lincoln, NE | May 2021

UNIVERSITY OF NEBRASKA-LINCOLN

SKILLS

Programming Languages: JavaScript/TypeScript, Python, Ruby, Swift, Java, Golang, SQL

Web Development: React/React Native, HTML/CSS, REST APIs, Netlify

Technology: GraphQL, Data Structures & Algorithms, RegEx, Bash, Git, Docker, LaTeX, CI/CD, GitHub Actions, AWS/S3, Machine Learning