

## **Education**

**Bachelor of Science, Computer Science**, University of Illinois Chicago, **GPA: 3.95**

September 2016 – January 2018

**Associate of Science, Computer Science**, College of DuPage

September 2013 – May 2016

## **Technical Skills**

C, C++, Rust, TypeScript, JavaScript, Python, Bash, ReactJS, DPDK, Perf, eBPF, Yocto, TCP & UDP, SQL, AWS

## **Professional Experience**

**Software Engineer**, Riot Games, Santa Monica, CA

October 2022 - April 2023

- Developed, maintained, and deployed a C++ SDK used by game teams and millions of players.
- Actively developed and debugged a git-lfs like tool in Rust which managed an extensive number of large binaries.
- Proactively created new channels of communications with other teams, companies, and vendors to build relationships.

**Software Engineer**, Twitch, San Francisco, CA

July 2021 - June 2022

- Created, refactored, and maintained Twitch - Living Room with React, NextJS, and native platform tooling.
- Pioneered a DNS solution for local platform development improving developer velocity by 900x.
- Designed a new Xbox One IPC scheme to pass native platform inputs to and from a NextJS app.
- Delivered a cross-platform build initiative using WSL which improved PlayStation development experience.

**Software Engineer**, Trend Micro, Austin, TX

January 2019 - June 2021

- Developed custom DPDK PCIe Linux drivers in C that exposed proprietary TippingPoint FPGAs to other R&D teams.
- Created multi-threaded C programs that helped QA FPGAs which was successfully used for three FPGA chip releases.
- Produced a linux distro fork which exposed TippingPoint source code that became adopted by several R&D teams.
- Developed a cost saving scaling method in AWS EC2 which reduced costs from \$0.308 to \$0.0376 for a 10x savings.
- Worked alongside other R&D teams to implement software written in C/C++/Python for FPGA debug and development.

**Software Engineer Intern**, Argonne National Lab, Darien, IL

May 2017 - May 2018

- Created Java service components for internal lab applications which served as the backbone for several lab operations.
- Created SQL queries for re-usable reports that clients used on a day-to-day basis to make data driven decisions.
- Lead research group for modernization of frameworks resulting in adoption and creation of new standards and tools.

**Computational Biophysics Intern**, Illinois Institute of Technology, Chicago, IL

June 2016 – August 2016

- Created Python programs to process simulation metadata enabling analysis and assessment of experiments.
- Developed Bash scripts to extract data from simulations creating effective automated workflows.
- Produced a supercomputer usage proposal that helped reduce project costs by thousands.

## **Sales Experience**

**Sales Associate**, Eddie Bauer, Lombard, IL

October 2015 – January 2018

- Maintained Eddie Bauer organization and style guidelines which helped the company and store brand image.
- Maintained strong sales performance each quarter by having a UPT > 2.0 and SPH > 100.0.
- Provided excellent customer service that created and improved client relations.

## **Personal & Professional Projects**

**UT Inventors Program**

January 2020 – June 2021

- Mentored teams of 5-10 on cybersecurity projects.
- Co-lead winning inventors showcase team, 2020.
- Appointed sponsor liaison for Trend Micro.