

I am a multifaceted engineer with professional experience across the stack. From rapid prototyping to multi-year migrations, I thrive in defining problems, deploying practical solutions and am happy building in green fields or in fields totally overgrown with weeds. Reach out if you'd like to chat!

Work Experience

Staff Software Engineer Web team	Soundcloud Los Angeles, CA	Aug 2023–Present
<ul style="list-style-type: none">Designed/built an architecture to embed a new web application into a 17 year old one (soundcloud.com) while increasing creator subscription conversions by ~22%Redesigned/built artist track upload experience, increasing the perceived total time to upload speedImproved lighthouse performance scores across high traffic pages – LCP: 88%, FCP: 29%, TTB: 13%Established engineering processes for tech debt, code review protocols, ADR proposals, testing standards for our international engineering teamAdded Rive animations and leveled up our design team to utilize the new format, tactically animating static assetsLed the Summer Engineering Internship program '24, '25		
Head of Engineering Core product	Turntable.fm Remote	2021–2023
<ul style="list-style-type: none">Launched 4 consumer web and mobile products under my engineering leadershipDesign/built backend services for real-time video streaming, audio messaging and video messaging appsDesign/built payment and reward service for influencers promoting our servicesProducts: Glow.dev, Sup.audio, Seen.lol, Hightide.link		
Staff Software Engineer Web, Mobile, API	Hustle San Francisco, CA, USA Remote	2017–2021
<ul style="list-style-type: none">Doubled perceived performance of client message sending speedDesigned/built new message “targeting” system allowing clients to reference full history of their platform usage for subsequent useMigrated entire codebase off Parse SDK and onto GraphQL gateway		
Founder	Selfless San Francisco, CA	2015–2020
<ul style="list-style-type: none">Designed/built/launched web and mobile service for sharing physical goods with friends and neighborsSolo marketed to communities in the Bay Area		
Senior Software Engineer Beats Music, Core API	Apple San Francisco, CA Cupertino, CA USA	2012–2015
<ul style="list-style-type: none">Designed/built billing system responsible for subscription revenue through an ancient payment gatewayBuilt internal content scheduler for editorial team		

Education and Certifications

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| • B.A. Physics University of California, Berkeley. | 2007–2011 |
| • B.A. Astrophysics University of California, Berkeley. | 2007–2011 |

Technologies and Languages

- Languages: Typescript, Javascript, Node.js, Python, Lisp, Ruby, Go
- Technologies: React, React-Native, GraphQL, Next, MySQL, PostgreSQL, AWS, Terraform, Git
- Other: Cloudflare, AWS, Drizzle, HonoJS, Rive, Elasticsearch, Redis, Cassandra, Firebase

Projects

- [24HourHomepage.com](#) - An internet art project earning [ProductHunt's #2 product of the day](#)
- [MagicButton.club](#) - A passion project promoting indie musicians
- [Privatize \(git plugin\)](#) - An open source tool for transparently encrypting HEREDOCs in a git repository
- [Everyone Everywhere All At Once](#) - An internet art project inspired by the Oscar winning film *Everything Everywhere All At Once*
- [GitPushups.com](#) - A fitness tool and community for developers to block their code if they don't do pushups

Interests

- I love camping with my wife and dog and exploring Mexico
- I run an annual [goals motivation club](#) for people's New Year's resolutions
- I am a film buff and keep a huge collection of DVDs and Blu ray worth owning