

IBBI

New York, NY · hi@ibbi.io · <https://ibbi.io>

EDUCATION

University of Maryland
BS Human Computer Interaction

College Park, MD
2013 - 2018

EXPERIENCE

Lunchclub
Head of Engineering

Miami, FL / Remote
Feb 2022 - Present

- Led our engineering org of >15, including hiring/retaining/comp
- Led engineering through a major pivot hackathon lasting 7 weeks where we shipped and marketed 3 products every 2 weeks before settling on our new direction

Lunchclub
Engineering Lead

Remote
Jan 2021 - Feb 2022

- Led product + eng for growth team, achieved >35% core metric growth in our first quarter
- Shipped several key features, including iOS app, chat, reconnections, etc
- Improved upon and scaled engineering's a/b testing capabilities to handle > 50 simultaneous tests
- Grew the growth team from 3 to 7, including marketing. Also hired mobile team.

Lunchclub
Software Engineer

San Francisco, CA
July 2019 - Dec 2020

- Second full time employee - lots of misc stuff like user research + design early on
- Built ground up product redesign, and several key early features like profiles, waitlist, invites and feed
- Introduced a/b testing to the codebase, and optimized growth loops and conversion funnels
- DRI for growth while we 10x'd core meetings metric during 2020, and a very strong Series A from LSVP

Consulting
Software Consultant

USA
May 2018 - June 2019

- Various freelance gigs building web presence out for local stores as I backpacked the USA

Proats
Founder

College Park, MD
Feb 2016 - Jan 2017

- Started custom nutrition meal replacement company to serve collegiate athletes
- Grew business to ~50 simultaneous customers, generating >\$50k revenue and >40k meal sales
- Built hacky machines to improve powder mixing processes
- Hired students to help weigh and mix powders as we scaled
- Stopped operating as I was in college and got bored of the manual work

Terrapin Works
Design Engineer

College Park, MD
Dec 2016 - Aug 2017

- Designed, built, and coded prototypes for several client projects using SolidWorks, 3-d printers and fabricators, and microcontrollers
- Projects included a wall climbing car, robot arm, mass manufacture ready mouse cage ventilation, etc

SKILLS

Development: React/React Native, TS/JS, Python/Flask, SQL, AWS
Product: Figma, Solidworks, User research, Market research, Building consensus

PERSONAL PROJECTS

WriteDaily <https://www.producthunt.com/products/writedaily#writedaily>
Writing coach for people interested in improving their writing through practice, made it to the top of ProductHunt back when it was cool, peaked at 500 simultaneous users.

Hairy <https://ibbi.io/hairy>
Drawing tool to draw hair on my head - to crowdsource myself hairstyles. Ended up with >1k submissions and lots of ideas.