

EXPERIENCE

PorchPass

Senior Frontend Engineer

January 2025 - Present

- Senior frontend engineer on a fast-scaling FinTech startup's Digital Loan Application, architecting core UX systems in a React TypeScript environment.
- Implement and improve accessibility and testing frameworks using Emotion, Jest, and Playwright, boosting long-term development velocity and reinforcing QA confidence.
- Refactor foundational logic; drive cleanup across shared-state form handling, and repo structure in high-stakes production system.

Backstage

Lead Frontend Engineer

September 2022 - May 2024

- Architected the redesigned Backstage (formerly Me360) coaching platform, integrating live 1-on-1 video training with AI-driven (ChatGPT) feedback and dynamic ApexCharts visualizations.
- Built core features using Vue 3, TypeScript, Electron, Tailwind, WebRTC, and Stripe—delivering a responsive, desktop-class experience.
- Partnered with the Head of UX and CTO to scope and ship releases; contributed to backend debugging and QA to ensure reliability.

Sports Info Solutions

Lead Frontend Engineer

August 2021 - September 2022

- Oversaw development of standalone NFL draft prospect analysis website, as well as various sports analytics micro-applications, using VueJS Pinia, TypeScript, Tailwind, and Canvas API.
- Deployed frontend via GitLab CI/CD automated pipelines to AWS Cloudfront distributions and S3 data storage.
- Hired and managed remotely contracted and full-time employees, mentored engineers, clarified architecture, and helped resolve development blockers to ensure quality and best practices.

Penn National Gaming

Web Guild Lead

November 2020 - May 2021

Frontend Engineer

December 2019 - November 2020

- As Guild Lead, guided discussions around the direction of frontend Web technologies, advocated for engineers working on Barstool Sportsbook, and guided cross-team collaboration.
- Guided frontend direction for 10+ engineers across product teams in one-on-ones to clarify and problem-solve the technology and to ensure each individual had time and space for creativity and growth.
- As Frontend Engineer, performed as a leading contributor to the web version of fastest growing Sportsbook using VueJS, Vuex, Kotlin, visualization libraries built on Canvas API, and Geocomply.

Comcast

Full Stack Developer

March 2018 - December 2019

- Performed front-end React and back-end C# .NET development on software-defined wide area network application, ActiveCore.
- Collaborated with other developers, product owners, architects, and scrum master in agile environment to meet biweekly sprint commitments and achieve business goals in a timely and efficient fashion.

CubeSmart Self-Storage

Applications Developer

March 2017 - March 2018

- Implemented technical support troubleshooting tool in React, and iterated upon toolset to assist company's customer support center.
- Migrated ASP.NET Customer payment website to new sales vendor API stack, and maintained various other web-based applications full-stack layers in React, jQuery, .NET, SQL

PROJECTS

Red Barn Robotics

Python Robotics Development

June 2020 - May 2021

- Collaborated with a hardware-focused cofounder to solve organic farming challenges using [autonomous weeding robots](#).
- Wrote and tested Python scripts interfacing with various robotics hardware, including 3D and simple cameras, GPS, and infrared sensors.

Upville

Game Development - Unity C#

September 2018 - May 2019

- Hosted weekly Podcast, titled JV Game Dev (later Double Jump) that focused on the creative process; discussions on games, film, and media; and technical talks about Unity development.
- Designed and programmed a turn-based Unity strategy game based on a cohost's fantasy novel, [available on Github](#).

Masters Thesis

JavaScript Development

June 2015 - March 2017

- Research purpose: to conceptualize, develop, and evaluate a digital toolset to facilitate online cooperation of board game designers.
- Created Javascript-based board game prototyping tool built using Canvas API, and hosted on Wordpress/PHP website; tested toolset with 12 game devs during 3 virtual play-testing sessions using online platform, Tabletop Simulator.

EDUCATION

Drexel University

Master of Science - Digital Media

March 2017

University of Pittsburgh

Bachelor of Science - Mathematics

May 2011

SKILLS

SOFTWARE

*Azure; AWS; Git;
Unity; Maya; Houdini;*

PROGRAMMING

*Javascript - Vue, React, Node;
C# - .NET; Python; PHP;
HTML; CSS; Tailwind;*

HIGHLIGHTS

Fulbright Scholar, Sep '11 - Jul '12

- Bianchi Type IX Fluid Dynamics
- Free University Berlin, Germany

Board Game Community Leadership

- Accredited play-tester in 5 games
- Founder of 12,000-member Meetup