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Make it right. Make it fast. Make it beautiful.

Experience

Senior Software Engineer (SWE) at Google, January 2019 - August 2020

- Worked on a dedicated Engineering Productivity team within Core Systems
- Led development of automatic unit test generator for Angular/Dart components
- Collaborated regularly with engineers on three coasts
- Left to pursue personal projects

Engineering Manager at Zipdrug, July 2018 - January 2019

- Began as contractor, and served briefly as Head of Engineering
- Introduced code quality measures (e.g., code reviews and test suites)
- Formalized processes around interviews and project management
- Automated and expanded existing ETL pipelines

Principal Engineer at Metamarkets, December 2016 - November 2017

- First engineer in NYC office of Big Data analytics startup
- Identified opportunities, built prototypes, and guided ongoing development
- Worked closely with Sales and Client Services
- Acquired by Snap (makers of Snapchat) in November 2017

Engineering Manager at Orchard Platform, December 2013 - August 2016

- Employee #1 at successful FinTech startup (later acquired by Kabbage)
- Hired as Senior Engineer, then managed Infrastructure team
- Designed and implemented cloud-based microservice architecture
- Implemented real-time bidding system and third-party API integrations
- Wrote custom tools for bootstrapping projects and managing dependencies

Contracting and private projects, March 2013 - June 2018

- Tutored adults pursuing programming as a second career, mostly in Python
- Developed C++ and Scala code including memory allocators and build tools
- Completed project work at Twitter and Jetblack

Tech Lead at Bloomberg, November 2010 - March 2013

- Began as C++ developer, then managed small team in UI Core Data
- Trained other engineers on scalable C++ development
- Helped create binding layer to expose native code to dynamic languages
- Guided development of Launchpad, a special-purpose window manager

Engineering Consultant at GE, July 2009 - October 2010

- Helped debug novel hardware and real-time ARM/Linux application
- Development device drivers, UI, and low-bandwidth wireless protocol
- Contracted through Adecco

Senior Engineer at CLK Design Automation, April 2008 - February 2009

- Developed in-house tooling for finding bugs in highly parallel code
- Wrote and integrated C++ and TCL code
- Laid off; company no longer exists

Software Engineer at Silicon Navigator, September 2007 - April 2008

- Led ongoing development of interactive graphical tool for circuit design
- Enhanced UI; fixed numerous bugs; added complex new functionality
- Laid off when company shut down

Software Engineer at IBM, June 2004 - September 2007

- First member of new microprocessor design team near Boston
- Helped on-board 25 other engineers (mostly past coworkers)
- Developed and supported in-house Electronic Design Automation tools
- Projects included game console development and ITAR defense work

EDA Engineer at Sun Microsystems, May 2000 - June 2004

- Hired straight out of college; laid off during massive reduction in force
- Developed and supported large-scale semiconductor design tools
- Created executive dashboard to track bicoastal project's release readiness
- Maintained and enhanced existing code, improving performance 10-100x
- Focused on power analysis and functional verification

Education

- Bachelor of Science in Computer Systems Engineering from Boston University
 - Graduated on Dean's List
 - Completed subsequent course on Photonics
- National Merit Scholar
- Perfect score (1600) on GRE

Technology

- Cloud computing, microservices, and horizontally scalable architecture
- C++, Rust, Golang, JavaScript, Python, Scala, and other programming languages
- Functional Programming and Object-Oriented Programming
- Embedded software development
- Unix/Linux and relevant tooling: Bash, Vim, Git, etc.