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## EMPLOYMENT

**Twitch**, Los Angeles, California

03/2022 - 06/2023

### Software Engineer I

- Operated in a remote international team that built solutions for broadcast clients under the supervision of the head of Original Content Technology.
- Collaborated with product managers, designers and engineers on innovative products that enhanced viewer experiences for live streaming events.
- Developed, tested and deployed full stack client facing features for a variety of microservices utilizing tools like TypeScript, React.JS, and Go.
- Utilized Mocha.JS, Chai.JS, and Jenkins to ensure new code changes were properly tested and correctly passed the CI / CD pipeline.
- Successfully promoted from an apprentice to a full time engineering position within the same team (Broadcast Solutions Engineering).

**Twitch**, Los Angeles, California

08/2021 - 03/2022

### Software Development Engineer

- Participated in an apprenticeship cohort of 6 engineers selected out of 1000+ applicants.
- Learned new tools, technologies and processes through mentorship and practice.
- Collaborated with teammates and senior developers in a Git / Github environment by participating in code reviews and documentation.
- Wrote, tested and deployed end to end features and bug fixes for various microservices using Typescript, Node.JS, and React.JS.
- Contributed to software products that supported live or digital original content productions aired on TwitchRivals or TwitchGaming.

**Foundations Choreography**, Los Angeles, California

06/2018 - 06/2020

### Web Developer

- Built a static website for a student organization on campus, servicing 1,500+ users annually.
- Diagnosed software and deployment related bugs and rapidly produced solutions.
- Wrote and evaluated HTML CSS and JavaScript to ensure that it is clear, concise, and readable.
- Collaborated within an 8-member committee of a 45 member organization to inspire 300+ beginning and intermediate dancers every quarter.

**Associated Students UCLA**, Los Angeles, California

10/2019 - 04/2020

### Web Developer

- Modified and updated the ASUCLA website by writing clear and concise HTML, CSS and JavaScript.
- Collaborated with marketing coordinators to ensure the success of various email campaigns for the UCLA Store.
- Utilized WordPress plugins for website monitoring, identifying performance insights, and content validation.

## EDUCATION

**General Assembly - Software Engineering Immersive** · 01/2021 - 04/2021

Full-time, 400+ hours, 12-week software engineering coding bootcamp focused on full stack development, developing both front and back end applications with modern frameworks, libraries and languages.

**University of California, Los Angeles** · 09/2014 - 06/2020

Relevant Courses: Programming in C++, Web Programming, Linear Algebra, Physics for Engineers, Multivariable Calculus.

## SKILLS

**FRONTEND WEB DEVELOPMENT:** React, Redux, Vite, HTML, CSS, Bootstrap

**BACKEND WEB DEVELOPMENT:** Node.JS, GraphQL, PostgreSQL, MongoDB, REST API, Express, Firebase

**PROGRAMMING LANGUAGES:** TypeScript, JavaScript, Python, Go, C++

**SOFTWARE ENGINEERING:** Data Structures, Algorithms, Object Oriented Programming, Unit Testing, Integration Testing, End to End Testing (E2E), Debugging

**DEVELOPMENT TOOLS:** Git, Github, Jenkins, Amazon Web Services (AWS)