# TEACHING / MENTORING / COMMUNITY

June 2020 - Jan 2021 APP ACADEMY

# **Principal Technical Mentor**

Remote

- Guided cohorts of 60+ students through 24 week remote JavaScript/Python Web Development intensive (NodeJS, Express, Sequelize, React, Redux, Flask)
- Conducted live lectures (via Zoom) on a wide variety of topics including but not limited to programming basics, object-oriented programming, data structures and algorithms, relational databases and ORMs, ReactJS, Redux
- Provided feedback and guidance to the curriculum team and updated curriculum as necessary
- Answered student questions, provided feedback on projects and conducted weekly assessments to gauge performance

### **UCSB Professional and Continuing Education**

Sept 2019 - Present Santa Barbara, CA

Software Engineering Instructor

https://ucsbpython.dev/

- Developed curriculum for Introduction to Python course including weekly lectures, homework assignments, in-class activities and projects to introduce students to the basics of Python and Computer Science
- Successfully transitioned the course to an online format in Spring, 2020 as a response to the COVID-19 shutdown

# LINKEDIN LEARNING / MADECRAFT

Sept 2019-Present

Author, Python for Students, Mistakes to Avoid at Work

https://www.linkedin.com/learning/python-for-students/python-for-students https://www.linkedin.com/learning/mistakes-you-should-avoid-at-work

Wrote and recorded online course for LinkedIn Learning – Python for Students has been viewed by over 62K students as of Feb, 2021

**EQUALITECH** June 2016-Present

# **Founding Board Member**

Goleta, CA

http://www.equalitech.org/

- Our mission is to remove barriers to learning, career opportunities and life skills by expanding free access to technology and education
- Our first Community Tech Center in Old Town Goleta in April, 2017 which provides free computer access, Wi-Fi and computer training to the public
- Recently received a California Adult Education Block grant from our local community college to develop an adult digital and language literacy program

Oct 2018 - Present **FULL JOIN** 

# Mentor / Instructor

github.com/full-join

While at Procore, created and led a weekly coding group for QAs looking to transition to Engineering. The group has since grown beyond Procore and continues to meet weekly to work on Web Development projects

### SOFTWARE ENGINEERING EXPERIENCE

#### INDEPENDENT CONSULTANT

Oct. 2019-June 2020

- Provided full-stack (Ruby on Rails/React) software engineering services for a Robotics company developing an analytics platform
- Completed a full rewrite of the front end including implementing React and Bulma CSS for a more modern look and feel
- Worked with the client to develop a custom authentication / registration process that balanced security with user experience concerns
- Designed and developed custom charts showing Robot utilization using the recharts library

# **PROCORE TECHNOLOGIES**

June, 2017-June 2019

Carpinteria, CA

Senior Software Engineer (June, 2018 – June 2019)

Software Engineer (June, 2017 – June 2018)

Procore makes cloud-based software for the construction industry.

- Full-stack web developer for a large legacy Ruby on Rails application (originally written on Rails 1) with a React front end
- Responsible for the end-to-end development of features including partnering with Product Managers to develop acceptance criteria, writing well tested, maintainable code and working with QA to establish robust testing and release plans
- Mentored junior engineers via pairing, design review, and code review

# SOFTWARE ENGINEERING EXPERIENCE, CONTINUED

**ECORITHM** 

Nov, 2016-April, 2017

### Software Engineer

Santa Barbara, CA

Ecorithm makes physics-based predictive analytics and optimization software transforming dynamic data into specific, actionable insights for building owners and operators.

- Developed client and server applications for presenting Ecorithm's proprietary analytics utilizing Ruby/Rails, JavaScript, React, jQuery,
  PostgreSQL, HTML/CSS and developed a product management plan for the team including the introduction of Agile/Scrum
- Added the project's first modern front-end features (responsive charts, infinite scroll) by implementing React via the React on Rails gem.
   Load time for tables decreased from several seconds (and crashing browsers) to milliseconds

NEONMOB

Software Engineer

2014 – 2016 San Francisco, CA / Santa Barbara, CA

NeonMob is a platform for collecting digital trading cards.

- Developed features from the ORM to the client layer utilizing Python/Django, Django REST Framework, AngularJS, PostgreSQL, REDIS, MongoDB, NodeJS, Swift
- Team utilized Agile principles with no product managers or QA so I was responsible for all aspects of story ownership including writing
  acceptance criteria, managing tasks, writing test-driven code, running hallways and hand-offs, and testing the final product.

VULUME 2013-2014

Software Engineer San Francisco, CA

 Contributed to the design and implementation of client and server applications utilizing Ruby/Rails, JavaScript, CoffeeScript, jQuery, PostgreSQL, HTML/CSS

### **EDUCATION**

# **BOSTON UNIVERSITY GRADUATE SCHOOL OF MANAGEMENT**

Boston, MA

### MBA / MS Dual Degree, May 2010

- Master of Business Administration / Master of Science in Information Systems (Dean's Scholarship Recipient)
- Concentration: Strategy & Business Analysis / Finance
- GMAT: 750

# **UNIVERSITY OF MICHIGAN**

Ann Arbor, MI

#### Bachelor of Science, Mathematics (Statistics Minor), April 2004

- Varsity Water Polo Team (Scholarship Athlete 2000-2004, AWCPA All American Honorable Mention, All Conference First Team, Academic All American)
- University of Michigan Athletic Academic Achievement Recipient (2001-2004), Big Ten Scholar Athlete Award Recipient (2002-2004)

### **SKILLS**

- Ruby, Rails, Python, Django, React, NodeJS, Sinatra, JavaScript, jQuery, PostgreSQL, HTML/CSS
- Highly proficient in Microsoft Office, particularly Excel, Word and PowerPoint.
- Proven ability and desire to learn new languages, frameworks and systems quickly