

## Experience

### **New York State Education Department • Information Technology Specialist II • 03/2017 to Present**

- > Implemented public RESTful API serving Public Education data (JSON) to over 30,000 New York State Institutions.
- > Designed single-page, mobile responsive search application with auto-predicting and criteria filtering features.
- > Created PHP full-text search library and employed Redis for object-caching, improving result speeds by 6x.

### **Cendyn • Software Developer • 09/2016 to 02/2017**

- > Coordinated with dev team to improve documentation and style consistency by applying PSR-2 Coding Standards.
- > Applied S.O.L.I.D. design paradigms and refactored monolithic codebases to improve code modularity.
- > Collaborated with QA Team to resolve bugs, and propose / implement UX enhancements.

### **AOD Software • Software Developer • 12/2014 to 02/2016**

- > Developed reporting tool for Point of Sale SaaS to export datasets of >1000 SQL rows to PDF/XML formats.
- > Minimized web browser payloads and increased application speeds by reducing & rewriting JavaScript dependencies.
- > Created data entry interface to ease the importation of CSV & XML files to PSQL database.

## Open Source Projects

### **Enhanced GOG Plugin • [Demo](#)**

- > A JavaScript user plugin for GOG.com that automatically fetches pricing data and history while browsing.
- > Compares prices across multiple websites to present current lowest pricing, and features a country & region selector.
- > Developed with a single 1KB dependency, and maintained with feedback from the GOG.com community.

### **Search Suggestion Library • [Demo](#)**

- > A lightweight search-suggestion library written in Vanilla JavaScript / ES5 with zero dependencies.
- > Allows local or remote sources via AJAX to be loaded on keypress, while caching results to reduce server load.
- > Responsive, easily configurable styles, and robust options to allow for custom event handlers.

### **Steam Friend Tool • [Demo](#)**

- > Single-page application using Valve's Steam API that lets users view what games they have in common with friends.
- > Filter search results by game platforms and/or genres, without page reloads.
- > Entries for each game are stored and retrieved in a PostgreSQL Heroku Database, allowing for faster load times.

## Skills

JavaScript / ES6 / Node / jQuery  
NPM / Yarn / Webpack  
Python / Flask  
HTML5 / CSS3

PHP / Composer  
MySQL / PostgreSQL  
REST / JSON / HTTP  
Git / SVN

## Education

### **Bachelor of Science in Computer Science • 2014**

Florida Atlantic University, Boca Raton, FL • Cum Laude

### **Bachelor of Arts in English Literature • 2014**

Florida Atlantic University, Boca Raton, FL • Cum Laude