
Skills

JavaScript / ES6 / Node / jQuery
NPM / Yarn / Webpack
C# / .NET
HTML5 / CSS3

PHP / Composer
MySQL / T-SQL / PostgreSQL
REST / JSON / HTTP
Git / SVN

Education

Bachelor of Science in Computer Science • 2014

Florida Atlantic University, Boca Raton, FL

Bachelor of Arts in English Literature • 2014

Florida Atlantic University, Boca Raton, FL

Experience

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

- > Implemented public RESTful API using Slim PHP framework to serve State Public Education data (JSON).
- > Designed SPA search application with auto-predicting and criteria filtering features using ES6, Webpack, and React.
- > Created PHP full-text search library and employed Redis for object-caching, improving site result speeds.

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

- > Coordinated with dev team to improve documentation and style consistency by applying C# Coding Conventions.
- > 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

- > Learned and used Magic XPA Development Kit to develop features for .NET-based Point of Sale platform.
- > Designed interface to ease the importation of CSV & XML files to Pervasive SQL database.
- > Minimized web browser payload by reducing & rewriting JavaScript dependencies.

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.