

I'm a software engineer who enjoys building responsive front-end interfaces and the backend systems that support them. I've worked with React, Redux, Node.js, Flask, and PostgreSQL, and I'm especially interested in front-end development and UI/UX design that make apps more intuitive and enjoyable to use.

TECHNICAL SKILLS JavaScript • Python • PyTorch • OCR • Machine Learning • AI • Java • Go • Flask • React • Redux • MySQL • SQLITE • Redux • Node.js • HTML • CSS • AWS • Adobe Photoshop • Adobe Illustrator

RELEVANT SKILLS Client Management • Customer Service • Problem Solving • Collaboration • Adaptability • Attention to Detail • Time Management • Data Analysis • Resourcefulness

EXPERIENCE

HANDWRITTEN • <i>Robotics Engineer</i> • Tempe, AZ	Jan 2025 - Current
<ul style="list-style-type: none">Built, maintained, and calibrated handwriting robots that fulfill hundreds of personalized notes per day, ensuring mechanical precision and software reliability.Worked hands-on with 3D printers, laser cutters, and custom components to prototype and assemble new generations of machines.Diagnosed hardware and electrical issues across robotic systems, performing repairs and upgrades to improve production consistency and output quality.	
OUTLIER AI • <i>Prompt Engineer for Python Coding</i> • Remote	Jul 2024 - Current
<ul style="list-style-type: none">Evaluated LLM-generated code for accuracy, efficiency, and best practices across Python, JavaScript, and other languages like Go.Designed complex prompts to test the model's ability to debug, solve algorithms, and generate maintainable full-stack code.Provided detailed feedback to improve model reliability, scalability, and reasoning.	
APP ACADEMY • <i>Full Stack Developer</i> • Remote	Nov 2023 - Nov 2024
<ul style="list-style-type: none">Built full-stack web apps while mentoring through debugging, code reviews, and project planning.Taught and explained core development concepts, improving others' skills and reinforcing my own.Logged over 1,000 hours of coding.	
DELTA SKY CLUB • <i>Bartender</i> • Phoenix, AZ	Jul 2021 - Jan 2024
<ul style="list-style-type: none">Provided high-volume service in a fast-paced airport lounge, balancing speed, accuracy, and hospitality.Engaged with a diverse clientele, building strong guest relationships and ensuring consistent customer satisfaction.Juggled multiple responsibilities—order prep, cleanliness, and transactions—while handling service issues calmly and effectively.	
PRIOR AUTO • <i>Various works</i> • Dededo, GU	Jan 2018 - Aug 2022
<ul style="list-style-type: none">Adapted to a wide range of roles, handling contract drafting, daily operations, and team coordination to keep the business running smoothly.Designed promotional materials like logos and flyers to strengthen the company's visual branding.Planned and executed digital marketing strategies across Facebook, Instagram, and Google to boost visibility and attract new customers.	
FREELANCE • <i>Graphics Designer</i>	2018 - 2024
<ul style="list-style-type: none">Self-taught in Adobe Photoshop and Illustrator to design custom graphics, including logos, posters, and digital art tailored to niche online audiences.Managed the full design pipeline—from concept development to client delivery—while ensuring quality and visual consistency across products.Built a personal brand and generated consistent sales by marketing through Etsy and Twitter, growing a dedicated customer base through social media engagement.	

TECHNICAL PROJECTS & WORK

Inkspectre Github	Python • OpenCV • PyTorch • Machine Learning • AI • OCR • Electron
A desktop tool I built to help QA handwritten notes produced by our machines at Handwrytten. It lets me upload or capture note images and compare them against reference templates using OCR and image processing. I am currently training a custom PyTorch model to improve long-term scalability, since existing OCR tools didn't offer the flexibility or control needed for future expansion.	
Melodica (formerly known as Riddym) Github	React/Redux • Flask • Python • Javascript • AWS
A rhythm game inspired by Guitar Hero. I built both the front-end gameplay and the backend systems needed to make it work. I created the game interface and track editor using React and Redux and a lot of CSS magic. I carefully designed the database schema and Flask API to manage custom tracks, note data, and score syncing during gameplay. I am exploring a machine learning approach to auto-generate note patterns that match the rhythm of any uploaded track.	
InvTrackr Github	React • HTML/CSS • FastAPI • Python • Javascript • AWS
A tool I built to manage part inventory for building the next generation of handwriting machines at Handwrytten. The React frontend includes pages for adjusting stock levels, logging deliveries, and viewing machine output projections.	
OperatorHub Github	React • HTML/CSS • FastAPI • Python • Javascript
An internal tool built at Handwrytten to help me track the real-time status of handwriting machines. Since I didn't have access to the company's internal APIs, I used Selenium to scrape data from an older Flask-based web dashboard. The frontend was built with React, and the FastAPI backend handles scheduling scrapes, parsing machine data, and serving it to the UI for quick monitoring.	
babbl Github	Flask • React/Redux • Python • WebSockets • AWS
A real-time chat app with servers, channels, and live messaging. I built it to learn how front-end state and real-time backend communication work together. The messaging interface was built using React and Redux, including dynamic channel routing and message rendering. Websockets were set up with Flask-SocketIO for real-time message delivery and updates.	
Fortbnb Github	Javascript • HTML/CSS • PostgreSQL
My first full-stack website, an Airbnb-clone with Fortnite-inspired aesthetics. It helped me learn how to connect front-end forms with backend data, as well as hone my initial UI building skills. The backend was created with Express and PostgreSQL to manage users, properties, and reviews.	

EDUCATION

ARIZONA STATE UNIVERSITY • <i>Coursework in Computer Science & Mech. Engineering</i> • Tempe, AZ	Fall 2019-2023
<ul style="list-style-type: none">Studied Mechanical Engineering from Fall 2019 to Spring 2021, then reallocated major to Computer Science.Notable completed classes:<ul style="list-style-type: none">Calculus III, University Physics II, Computer-Aided Engineering, Modern Differential Equations, StaticsObject-Oriented Programming and Data Structures, Digital Design Fundamentals, Data Structures & AlgorithmsTook a small break due to unforeseen circumstances, and ended up enrolling in App Academy to fast-track my computer engineering career.	
APP ACADEMY • <i>Full Stack Web Development</i>	11/2023-08/2024
<ul style="list-style-type: none">Designed and implemented web applications using technologies like React, Redux, Node.js, Express, and PostgreSQL.Specialized in creating efficient database schemas and building RESTful APIs, ensuring secure authentication and seamless integration between front-end and back-end components.Practiced Agile development, participated in daily stand-ups, sprint planning, and code reviews, enhancing team collaboration and project management skills using Git and GitHub.	