







HONOURS BSC COMPUTER SCIENCE, WILFRID LAURIER UNIVERSITY, 2013-2018





Staff Software Engineer

SugarCRM, Feb 2023-Present

- Responsible for application architecture across 2 main product areas, which includes: research for new product or platform changes, mentoring engineers on the direction of large projects, and standing up for engineering-led initiatives
- Led new product team from first line of code to market, where I was involved or responsible for every discipline of development
- Write RFC documents outlining large changes, and occasionally blog posts or guides which are published on Sugar's customer-facing forum

Senior Frontend Engineer

SugarCRM, Dec 2019-Feb 2023

- Product-wide subject matter expert, with a focus on improving frontend styles, best practices, and ecosystem interacting with the design and PM teams
- Led and mapped out most frontend initiatives, including: dark/light mode, UI overhaul, bespoke icon library, and platform-agnostic design token library

RELEVANT SKILLS: Golang, React.js (including Redux), CSS (including Tailwind CSS, LESS, SASS), JavaScript (Node.js), PHP, DynamoDB, Docker, Kubernetes, StyleDictionary

RELEVANT QUALITIES: leadership, technology advocacy, customer-facing and internal communication, technical and behavioural mentorship, cross-team collaboration, technical writing, time management



Software Developer

Smile.io, May 2016-Dec 2019

- Responsible for leading development on lightweight JavaScript SDKs to enable a rewards program to be available on any e-commerce platform
- Develop and maintain the customer-facing components, and libraries; where I introduced React.js and Redux
- Responsible for rapid iterations with design and product teams to build the optimal frontend experience

RELEVANT SKILLS: React.js (including Redux), CSS (mainly SASS), JavaScript (Node.js), webpack, Rails API, PostgreSQL

RELEVANT QUALITIES: build fast, cross-team collaboration, developer tooling