

TECHNICAL SKILLS

Languages & Frameworks: Javascript, NextJS, Typescript, React, React Native, Swift, UI Kit, Ruby, Rails, Web3.js, ethers, Nodejs, Cypress, Jest

Tools & Software: Git, Docker, Jenkins, SQL, Jira, CircleCI, Figma, Debugging Tools

Core Competencies: Creative Problem Solving, Operational Analysis, Test Driven Development, Strategic Planning, Market Research, Deployment and Release Proficiency, Smart Contract Development

EXPERIENCE

Software Engineer | Harpie **Sep 2022 - Present**

- Collaborated with the lead designer to redesign the app's user interface, implementing responsive, mobile-first designs, resulting in a 40% increase in user engagement and a 20% boost in mobile traffic
- Introduced unit testing and automated test coverage for critical application components, reducing production bugs by 15% and improving code reliability, leading to a smoother release process
- Designed and implemented a secure RPC framework to validate transactions and user identities, reducing fraud risk by 20% and mitigating potential scams by ensuring verifiable interactions

Senior Software Engineer - Freelance | RevBoss **Mar 2023 - Mar 2024**

- Enhanced website performance by optimizing SQL queries, refactoring inefficient code, and implementing best practices, resulting in a 12% decrease in page load times
- Led the upgrade of legacy software to a modern tech stack, reducing technical debt by 50% and improving performance by 30%. Resulting in a maintainable codebase, reducing feature delivery time by 20%
- Spearheaded the integration of machine learning algorithms into a lead qualification engine, boosting lead accuracy by 25% while reducing account managers' lead generation time by automating key processes

Mobile Engineer - Swift & React Native | FanDuel **Aug 2021 - Sep 2022**

- Developed a scalable native wrapper that standardized enterprise architecture, improved cross-app compatibility, reducing time-to-market for new mobile ventures by 25%, enabling faster app deployment
- Increased development efficiency by 30% through the integration of unified modules and reusable components, ensuring seamless adoption of dependencies and enhancing long-term maintainability
- Improved mobile app accessibility by implementing WCAG-compliant features like dynamic text scaling, VoiceOver, and enhanced color contrast, increasing usability for users with disabilities by 35%

Software Engineer | Fanduel **Jan 2020 – Aug 2021**

- Implemented a custom component library with Storybook and TypeScript, standardizing UI components across multiple projects, reducing development time by 25% and improving UI consistency
- Mentored junior engineers, increasing team efficiency by 8% through pair programming, knowledge sharing, and fostering a culture of continuous learning and best practices
- Integrated RESTful APIs and third-party services into applications, improving data handling efficiency and reducing server requests by 10%

EDUCATION & CERTIFICATIONS

Bachelor of Science in Public Health	University of Florida, 2019
Software Engineer Bootcamp	Flatiron School, 2019
Scrum Developer	Scrum, 2021
Azure Developer Associate	Microsoft, 2023