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## Technical Skills

Javascript (ES6), Node.js, Webpack, Mocha/Chai, CSS3, Python, Agile Development, AngularJS, three.js, Perforce, Git, Java, C++

# Experience

#### **Autodesk**

Software Engineer (January 2014 - Present) Contractor (November 2012 - January 2014) Intern (Summer 2011, Summer 2010)

#### Innersource Tracing Library

Tracing is the process of tagging and following operations as they flow through a distributed system

- In early 2018 I started creating an innersourced tracing library based on OpenTracing
- O Accomplishments:
  - Worked to define architecture and structure for the library
  - Wrote most of the core code
  - Designed an automated test suite and integrated it with our Jenkins pipeline
  - Refactored the library to be consumable from Node.js or a browser using Webpack

#### Fusion 360

Fusion 360 is a 3D parametric CAD, CAM, and simulation product

- In February 2016 I started working on Fusion 360
- O Accomplishments:
  - Helped to upgrade the UI system to Qt5
  - Developed in a chromium embedded framework based UI component
  - Worked on improving offline caching, unified logging, synthetic monitoring, and the thundering herd problem
  - Mentored a college summer intern

#### Configurator 360 Web Client

- After being hired as a full time employee, I integrated into the Agile development process for the Configurator 360 web app
- Assisted in converting the existing Silverlight client to HTML5
- Accomplishments:
  - Prototyped a new UI based on AngularJS that became a major component of our app
  - Used three.js to create a model positioning and rotation tool
  - Worked server side with ASP.NET MVC 5

#### Configurator 360 Ipad Client

Configurator 360 is a design configurator for the parametric CAD software Inventor

- I was tasked with creating an iPad client for Configurator 360
- As the lead developer, I followed the project from conception through publishing on the Apple app store and
  maintenance

## O Accomplishments:

- Using a SOAP web service to exchange data with our cloud server
- Writing an STL file parser to load 3D models into the app
- Acting as developer, QA, and even designer for a single project
- Navigating the idiosyncrasies of iOS development and the Apple ecosystem

# Education

Pomona College - Claremont, CA

Bachelor of Arts 2012 Major: Mathematics Minor: Computer Science

Thesis Title: Universal Computation in Elementary Cellular Automata

## Hack Reactor corporate training at Autodesk

Javascript boot camp

Worked with: Node.js, Express, React, SqLite, Mocha, Chai, etc.

# Moving Up to Modern C++

Corporate training at Autodesk "An Introduction to Modern C++ for C++ Programmers." Offered by BDSoft