

Experience

03/2021 - 11/2023

Software Engineer II

OpenSpace

San Francisco, Bay Area

Collaborated with cross-functional inter-company teams to develop and implement engineering plans for feature epics, ensuring alignment with organizational objectives and technical requirements.

Developed, and maintained a range of product features to enhance functionality and user experience

Wrote automated test cases to enhance testing efficiency and coverage, resulting in a more reliable software development process.

CYPRESS, MUI, THREE, TYPESCRIPT, R3F, REACT

2014 - 2020

Senior Full Stack Engineer

Secret Signal, Inc

Nashville, TN

Performed full stack development of HIPAA compliant SaaS platforms which featured IoT, micro services, mobile apps, and webRTC technologies

UI/UX Design Lead on nationalguard.com rebrand project

Designed and Developed games for web, mobile, and smartTVs for established brands

AWS, C#, CI / CD, DOCKER, IOT, NODEJS, REACTJS, REACT NATIVE, RUBY ON RAILS, SASS, UNITY, WEBRTC

2011 - 2013

Software Engineer

SwingPal, Ilc

Franklin, TN

Technical Lead on SwingFix® Telestrator application, which ran on a large multi-touch screen used as a segment of several GolfChannel® cable programs

Performed full stack development of SaaS platform which enabled Certified PGA Professionals to perform online video coaching and golf swing analysis instructionals with user uploaded videos

Technical Lead of software renderer which used captured instructor videos, audio, and tool interactions data to generate frame-accurate video lessons provided to end users of the platform

AWS, ADOBE AIR, C++, NODEJS, OBJECTIVE-C, POSTGRESQL, REDIS, RUBY ON RAILS, SASS

2010 - 2011

Lead RIA Engineer

Moontoast, Ilc

Nashville, TN

Lead Engineer of several real time video solutions used by company SaaS platforms

Lead Engineer of web based chat solution and XMPP client library

Software Developer on SaaS platform which featured chain-payments and dynamic downloadable product bundles

AWS, ADOBE AIR, C++, NODEJS, OBJECTIVE-C, POSTGRESQL, REDIS, RUBY ON RAILS, SASS

2008 - 2009

RIA Developer

DesignKitchen

Chicago, IL

Developed key interactive components of motorola.com relaunch as well as various supporting mini-sites and online experiences

Developed games and features for Burger King's ClubBK®, a web based massively multiplayer online game for Kids

Collaborated with team members to develop web based games and interactive experiences for world class brands

AWS, RUBY ON RAILS, VARIOUS ADOBE PRODUCTS, FMS, MYSQL, NODEJS