

ABOUT ME

A self-motivated, versatile software engineer with strong product sensibilities. Collaborative, thorough and quick to learn new tools. Results and impact are more important to me than technology used.

EXPERIENCE

Remix

Software Engineer

Jul 2017 — Present

Flux Factory, Inc.

Technical Product Manager

May 2015 — Aug 2016

- Led company through a 4 month pivot to a new SAAS data-interchange product for computational designers.
- Established KPIs for the product, a roadmap to achieve them and oversaw its implementation by development teams, resulting in adoption by thousands of users from a niche market in 6 months.
- Analyzed user behavior to prioritize new features and support sales and marketing in targeting customers.

Software Engineer

Jul 2013 — May 2015

- Designed, built and deployed backend services in Go and associated SQL databases for user data, accounts and Stripe payments.
- Created pipelines for collecting, cleaning, and combining GIS and zoning code data, and Angular components for displaying the result in the Metro product.
- Implemented logical subsystems for a 'building configurator' application, while helping re-scope the project mid-contract to deliver a reduced set of features on time.

MIT CSAIL, ALFA Group

Research Assistant

Jun 2012 — May 2013

- Developed FlexGP – a distributed, heterogeneous genetic programming system for machine learning.
- Created a framework for running and analyzing FlexGP on an OpenStack cloud computing implementation.
- Published 2 papers and presented my research at the preeminent conference for genetic and evolutionary computation.

Jaybridge Robotics, Autonomous Agriculture Group

Software Engineering Intern

May 2011 — Aug 2011

- Contributed to ongoing development of software control package for an autonomous farm tractor.
- Expanded regression tests to exercise new system features and assess improvements in system performance.

EDUCATION

Massachusetts Institute of Technology

Masters of Engineering - Computer Science, GPA: 5.0

Jun 2013

Bachelors of Science - Computer Science and Engineering, GPA: 4.7

Jun 2012

Relevant Coursework: Machine Learning, Distributed Systems, Computer Systems Security, Performance Engineering of Software Systems, Design and Analysis of Algorithms

SKILLS

Programming Languages: Python, JavaScript, Go, HTML/CSS, Java, C/C++

Software & Tools: git, svn, Jira, Gerrit, Mixpanel/GA, QGIS

Deployment & DBs: GCS, AWS, Docker, MySQL, MongoDB

INTERESTS

- Board Games
- Ping Pong
- Cooking
- Exploring new cities
- Robotics
- Soccer