I've been coding for over twenty years and working as an engineer for over fifteen. I've worked on mobile apps (that let kids make mobile apps), machine learning for coding, projection art for the government, and the mind-twisting abyss of Google infrastructure. I have a deep understanding of complex systems and the capacity to explain them in a relatable way. I enjoy speaking; my talks have been described as "mind-blowing," though I'm unsure if this is a good thing.

Currently exploring how to talk to robots. Seeking interesting work on a diverse team.

## **Talks**

- Learning from Machines (Fronteers 2019)
- Dissecting the Robot Brain (MERGE 2019)
- Painting with Pixels (React Amsterdam 2019)
- Living Things (Empex 2019)
- Deep Learning in JS (JSConf EU 2018)

# Jobs

#### Senior Software Engineer

#### Apollo GraphQL

*2019* → *2022* 

- GraphQL module system design, compiler development in Typescript and Rust ( Rust)
- project constellation lead, a cross-team initiative to build on apollo's flagship product
- worked with legal and product to author one (1) patent
- specification librarian

### Senior Software Engineer

GitHub

 $2018 \rightarrow 2019$ 

- vscode and atom editor extensions
- developed a local/remote hybrid GraphQL service for editor tooling (using schema stitching)
- machine learning integrations for adaptive in-editor code assistance

#### Lead Instructor

### **Grace Hopper Academy**

 $2016 \rightarrow 2018$ 

- curriculum design for new React curriculum
- daily lectures on CS topics, backend and frontend JS, Express
- guiding student senior project work, acting as PM / tech lead

### Principal Engineer

### Hopscotch

 $2015 \rightarrow 2016$ 

- collaborated with CTO to rewrite the code editor as an iPhone app & productionize
- wrote a ton of Swift and Objective-C ( Swift)
- maintaining and extending RESTful backend APIs (Rails)
- productionized a JS+WebGL port of the Hopscotch runtime

### Lead Instructor

#### Dev Bootcamp

 $2014 \rightarrow 2015$ 

- daily lectures on cs topics and curriculum material—JS, React, Express, Node, HTML/CSS, etc
- curriculum design & tooling

### Site Reliability Engineer

### Google

 $2010 \rightarrow 2014$ 

- ran abuse & mail pipelines
- automated elastic capacity planning for stateless services
- carried a pager

#### Research Scientist

#### NOAA

 $2007 \rightarrow 2010$ 

- built tools for weather forecasters interpret megamodels
- rebuilt graphics pipeline for science on a sphere, installed & deployed several of them