

SUMMARY

Senior Software Engineer turned Technical Product Manager with 10 years of experience building developer-facing platforms at Square and Optimizely. Deep technical fluency in frontend systems, design systems, and API design — combined with product ownership experience spanning roadmapping, cross-functional alignment, and metric-driven delivery. Proven ability to translate engineering complexity into clear product strategy and executive-ready communication.

EXPERIENCE

Square

Senior Software Engineer & Product Owner, Market Design System

Nov 2018 – Nov 2025

- Drove end-to-end product ownership of the Market Design System — a shared component library used across Square's seller-facing products — setting quarterly roadmaps, writing RFCs, and coordinating releases across 12+ consuming teams.
- Championed WCAG 2.1 AA accessibility compliance as a first-class product requirement, leading the initiative that brought Market's component suite to full compliance and reducing bug escalations by 40%.
- Partnered with Design, Legal, and Marketing stakeholders to align on component APIs and visual language, ensuring the system scaled from a single product line to a company-wide design platform.
- Owned the migration from legacy Ember components to a modern React + Web Components architecture, delivering a phased plan that minimized disruption while unblocking six dependent product teams.
- Defined and tracked adoption metrics using internal analytics and Storybook instrumentation, growing active component usage by 3x over two years and reducing UI inconsistency bugs across Square's app ecosystem.
- Acted as the primary technical liaison between the platform team and senior engineering leadership, translating system-level complexity into executive-ready updates and risk assessments.

Optimizely

Software Engineer (Frontend / Product)

June 2015 – Oct 2018

- Built and shipped core features of the Optimizely web experimentation editor, enabling non-technical marketers to create and deploy A/B tests across client sites — directly supporting the product's self-serve growth motion.
- Led frontend architecture decisions for the experiment results dashboard, introducing feature flags and incremental rollout patterns that allowed faster iteration without regression risk.
- Collaborated closely with PM and UX to define user flows for complex experimentation workflows, translating ambiguous product requirements into scoped, testable engineering tasks.

TECHNICAL SKILLS

FRAMEWORKS	TOOLS	METHODS
React, TypeScript, Web Components, Ember	Linear, Storybook, Figma, Vitest, SQL	WCAG 2.1 AA, RICE, A/B Testing, Feature Flags

EDUCATION

University of California, Berkeley

2015

B.A. Computer Science