

PROFILE

I am an experienced frontend web developer primarily focused on HTML, CSS, and JavaScript. While I have experience with fullstack development, my value comes more from my ability to design and implement complex user interfaces.

SKILLS

FRONTEND

- REACT
- REDUX
- RELAY
- FLOW
- TYPESCRIPT
- JAVASCRIPT
- WEBPACK
- BABEL
- OBJECTIVE-C
- SWIFT
- HTML 5
- CANVAS
- SVG
- SASS/SCSS
- PHOTOSHOP
- SKETCH
- ADOBE XD

BACKEND

- NODEJS
- MONGODB
- MYSQL
- PHP
- RUBY/RAILS
- HEROKU
- APACHE
- NGINX

EXPERIENCE

REDDIT Staff Software Engineer Oct 2019 - Present	<ul style="list-style-type: none">Used React + Redux to build UI features for my orgHelped develop design system and component library to improve code quality and design consistency
FACEBOOK Senior Software Engineer May 2018 - Sep 2019	<ul style="list-style-type: none">Designed and coded reusable components for various teams within my org using React, Relay, and FlowPromoted React Hooks within the org, wrote documentation, wrote custom lint rules, and ran workshops to train other developersPromoted unit testing with Enzyme and Jest within the org, wrote documentation, and ran workshops to train developers
SPORTRADAR Software Engineer Aug 2017 - May 2018	<ul style="list-style-type: none">Coded 3D animations from live game snapshots using Three.js and ReactImplemented various data visualizationsCoordinated with backend developer to render JS animations to image and video files for sharing
CARETECH GROUP Software Engineer Feb 2017 - May 2018	<ul style="list-style-type: none">Designed and implemented product rewrite as sole frontend developer using ReactWrote custom graphing components for displaying financial data
CLOSE.IO Software Engineer Aug 2016 - Feb 2017	<ul style="list-style-type: none">Revised the build system to add more modern tools such as WebPack, React, and Babel/ES6Created online voicemail recording tool using WebRTCImplemented new UI features using Backbone and React
GOOGLE Software Engineer Oct 2014 - Aug 2016	<ul style="list-style-type: none">Built components for the Angular Material project in both AngularJS and Angular 2+Managed the Angular Material website and build processesAutomated the release process used for Angular Material (including Github versioning, npm and bower publishing, site updates)Helped design animations API for Angular 2Helped launch the angular.io website for Angular 2Spoke at AngularConnect conference in London about animations in Angular 2
LINKEDIN Sr. Web Developer Nov 2013 - Oct 2014	<ul style="list-style-type: none">Built early prototypes for new features utilizing DustJS, Play Framework, jQuery, and SASS.Ported frontend code from JSP to DustJS on the Play Framework.Mentored developers on best practices with JavaScript, DustJS, HTML, and SASS/CSS.
CIGNIUM Team Lead UI Developer May 2012 – Nov 2013	<ul style="list-style-type: none">Built an MV* framework for use by multiple teams leveraging two-way data-binding with the help of tools like CoffeeScript, KnockoutJS, Stylus, and Durandal.Built a large-scale single-page data-management application from the ground up.Led the frontend team as well as the architectural structure of our application.
R/GA Sr. Open Standards Dev. Jan 2011 – Jan 2012	<ul style="list-style-type: none">Independently developed a highly configurable custom line graph that is used on multiple Nike sites.Seamlessly coordinated Google Maps API and custom line graph to display an animated replay of a user’s run from their GPS snapshots.Developed a jQuery templating plugin in my free time that is used on multiple Nike sites.
YAHOO! Research Engineer June 2010 – Jan 2011	<ul style="list-style-type: none">Developed a Flash game called Shambling Hordes utilizing Flex 4, ActionScript 3, and PHP.Built a complex math-based visualization to demonstrate link dispersion in Flash for Yahoo! For Good.Utilized PHP, ActionScript, JavaScript, YUI, HTML, CSS, and any other appropriate technologies for the tasks at hand.
R/GA Presentation Code Dev. June 2008 – Jan 2010	<ul style="list-style-type: none">Developed features for Nike+ using AJAX, object-oriented JavaScript, HTML, CSS, and Freemarker.Rewrote the Clearspace templating logic to rely on existing Nike config files in order to minimize redundant data.Worked on the Nike+ iPhone site, heavily leveraging CSS3 and WebKit-specific coding methods.

EDUCATION