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Employment History

Front-End Engineer

Facebook

Sept 2014 - Present

- My goals at Facebook have always been in service to increased engagement of the Newsfeed for our users. I have worked to make visible product changes to help users engage in better and new ways, as well as helping to do invisible changes like speeding up the performance to delight users every day.
- My typical week involves: creating & launching product experiments, ensuring important actions are logged for data analysis, communicating experiment changes and results to my team and organization, fixing user facing bugs, reviewing code from my team and from people interacting with components I own.
- Instrumented, maintained and verified logging for various products on the Newsfeed for vibrant experimental results and better decision making.
- Also worked to improve the reliability of our JS logging framework so we would have more data sent to the server successfully, with less duplication. This improved the accuracy of all our user metrics that engineers and data scientists use to make decisions and reduced the bias towards users who use more reliable networks.
- Thought up, tested and launched experiments to systematically and incrementally improve engagement on the Newsfeed product.
Experiments such as:
 - Indicators when a friend is interacting with a story
 - Quick-reply textareas to help users engage with friends more easily
 - Links to direct users to new, fresh stories at the top of feed
 - Control buttons to put users in control of story insertion
 - Distraction free focus modes for story commenting
- Worked to improve the speed and simplicity of rendering the Like Button and Comment List containers on all web surfaces. This feedback component is a critical but also very prominent feature across facebook.com as it hosts many cross-team experiments and features. I was able to trim out unused parameters, reduce cases where it would render too often, extend the use of immutable data structures, and simplified experiment setup so much that I received the feedback that it's "changed so much and is actually a pleasure to use".
- Countless bug fixes across the frontend of Newsfeed and its sub products. Championed the idea of writing tests, (unit, functional) to improve developer speed and reduce bugs & oncall issues. Cleaned up and removed countless dead code branches and unmaintained experimental codepaths

Web Application Developer

FreshBooks

May 2011 - Aug 2014

- Write PHP, Javascript, CSS, HTML and Python routines in order to create seamless, delightful interfaces for FreshBooks' customers. Features are built with speed, browser compatibility, future maintenance, testability, and simplicity in mind.
- Myself, along with the entire front-end team work tirelessly to overhaul our legacy PHP codebase in order to refactor and add test coverage to the app.

- I have been gaining experience with Ember.js as part of a project to rewrite the existing front-end. The goal is to produce a codebase that is easier for the wider team to contribute to. This is still a work in progress.
- Have helped bootstrap our first node.js component and refactor it out of a classic case of 'callback hell' using an event driven design, and a few promise objects.
- Built internal tools to solve various pain points: glue disparate systems together to make developers' days easier, track new hires' onboarding progress in fun ways, and some unobtrusive tools to teach and encourage following dev team processes.
- I have interviewed potential hires at all the different stages of our hiring process. Of the successful candidates I've yet to regret saying "yes". I interviewed half of the developers currently on my team. In addition to on-boarding new hires, I am a mentor for co-op students during their work term with the company and try to make adjusting to a day job fun and productive for everyone.
- Have hosted "Lunch & Learn" talks for the development team. Some of the topics included: Backbone.js, RequireJS, asset pipelines, and Git rebase.
- Converted what was 3 generations of front-end javascript to use RequireJS and AMD modules for dependency management. This resulted in tests that are easier to maintain, more code sharing with less coupling, and a clear path forward for how new components should be built and tested.
- Completely implemented Backbone.js based UI widgets such as our nested-category dropdown interface. From the new db schema, private api and backend rules, to the front end html code. Making sure to maintain the existing behaviour for existing users.
- Have been involved in various projects relating to: subscriptions in multiple currencies, subscriptions via new 3rd party integrations, double-ledger data tracking, user funnel split tests, various new user workflows and features.

Web Application Developer	A51 Integrated	Apr 2010 - Apr 2011
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- Build out dynamic and functional web applications for clients using various web technologies
- Configure and maintain internal development and versioning servers

Casual Games Developer	Clipwire Games	May 2009 - Mar 2010
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- Develop and integrate all tiers of our games; including database schema, socket servers, interactive action script, front-end web chrome
- Built and maintained in house admin tools for our most frequently updated games
- Use Facebook markup (FBML) to create viral funnels and player-to-player experiences
- Internationalized all tiers of our main ActionScript game for the french market

Education

Sheridan College

- Computer Science Technology Co-op Diploma with High Honours, Sheridan College Institute of Technology and Advanced Learning, Oakville, ON
- Winner ACES program advisory committee Capstone Project
- Courses including Advanced Games Design Programming, Java Enterprise Application Development, Database Administration & Security, Operating System Tools & Scripting, various mathematics/statistics, project management, etc

York University

- Completed two undergraduate semesters at York University in Toronto, ON
- Took a variety of classes including Introduction to Computer Science, Western Culture, and History of Science.

Miscellaneous Activities & Interests

- Enjoy plenty of fine food and beverage, never too much of a good thing
- Adamant snowboarder and bicycle rider
- Hockey player since I was 6 years old; I get into my skates as long as there is ice