

EXPERIENCE

- **51** Midlothian, VA
Co-Founder *January 2017 - Present*
 - **Interactive Spaces:** Interactive Spaces is a suite of software and hardware that allows escape room designers to integrate electronics into their escape rooms easily with previously impossible features included.
 - **Warehouse 29:** A VR/Live Action/Escape Room experience. Players fight a sentient AI that has taken over a VR museum dedicated to Edgar Allan Poe. I built all of the VR gameplay and management infrastructure.
- **Google** Mountain View, CA
Software Engineer Level 4 *June 2015 - March 2017*
 - **OneDiff:** OneDiff is a Google internal tool for diffing large batches of structured data. I worked on the frontend visualization, focusing on rendering and presenting >10GB diffs so that other engineers could understand how their data changed.
 - **Process Consulting:** OneDiff was routinely lauded for responsiveness to feedback from internal stakeholders due to my efforts. I was regularly asked to consult on other teams to help improve their process.
- **Pivotal Labs** Mountain View, CA
Software Engineer *June 2014 - June 2015*
 - **Samsung Milk Video (Following Feed):** When I joined the Milk Video project, the following feed always had at least 4 engineers triaging defects and performance issues. With dedicated disagreement and straightforward engineering, I was able to dramatically simplify the whole system to zero defects and able to handle new features quickly.
 - **Barnes & Noble NookPress:** Print-on-demand service allowing people to order 1-1000 copies of a custom printed book.
 - **Hawq (Development Tools):** Built CI infrastructure to reduce effort of manual maintenance.
- **AgilQuest** Richmond, VA
Software Engineer *Oct 2013 - June 2014*
 - **Forum:** Cloud-based booking software for workspaces, and meeting and conference rooms.

EXPERTISE

- **Artificial Intelligence/Machine Learning:** Neural Networks, Reinforcement Learning, Genetic Algorithms, Keras
- **Blockchains:** Cryptography, Bitcoin, Blockchains
- **Software Engineering Process:** Extreme Programming, Continuous Integration, Continuous Delivery, Pair Programming, Standups, Retrospectives
- **Programming:** Algorithms, Data Structures, Web Development, Distributed Systems, Databases