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Solution Architect

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Notable Projects

↗ myo.js
The official javascript library for Myo Armband, the most popular way to develop for Myo. Used to power Myo Diagnostics Page.

↗ homebrewery
Creates authentic looing D&D material using only Markdown. Over 250,000 documents have been made using it, handling 400 requests per minute.

↗ vitreum
Custom build system for modern web apps, similar to Webpack. First version 2013, predates most modern fullstack build systems, while being feature similar.

Favourite Tools

- Zapier/IFTTT
- Sublime Text
- Git
- Node.js
- React & Flux
- Coda.io
- Heroku
- Slackbots

Experience

Bungalow
2019 - 2020

Solution Architect
- Productized the company's pricing strategy into a high-performance service; allowing key metrics to be monitored and updated via machine learning, leading to the creation of our data science team.
- Automated key parts of our acquisiton funnel, allowing our team to greatly increase the size and quality of our funnel without needing to make additional hires
- Implemented a service and source of truth for locations and geofences. Used by marketting, data science, engineering, and pricing teams to automate their workflows.

North
2014 - 2019

Fullstack Architect
- Onboarded 4 new developers, including extensive code reviews and 1-on-1 mentoring.
- Maintined and enhanced our internal build system as other teams adopted it.
- Integration of Shopify Point-of-sale, Shopify Web, and React into a single retail app for retail applications.
- Oversaw full company brand change for both external and internal web assets.
- Created a new style of CMS utilizing in-repo YAML and Markdown, editable by non-technicals via prose.io.

Rapid Prototyping
- Helped create a prototype Alexa integration with our product that Jeff Bezos demoed.
- Designed a radical new physical input device for, from soldering to firmware to web sockets to a web-based demo.
- UI/UX prototyping for Focals, coordinated and conducted user tests to validate assumptions.
- Reworked 3rd-party NDA flow, saving over 80 man-hours/week.

Web Lead
- Directly hired 5 people to team, who each went on to become team leads as we grew.
- Launched an fully featured app store in 3 months with 3 developers.
- Designed and Implemented a blazing fast method of server-side rendering for our webapps.

Smile.io
2012 - 2014

Co-Founder, Lead Front-End Developer
- Implemented the rules engine for our points system that handled millions of e-commerce transactions.
- Lead the design and implement of the user interfaces for all of our new products.
- Developed many tools for the team from scratch: Interactive load testers, loyalty-rules engine Tolrterface and client-side error reporting library.
- Built a tool that hybridized both Backbone and Prototype MVC frameworks, allowing our system to easily adapt with different client-side environments with minimal code change.