

Apple, Inc.

eDiscovery Technical Services/Software Analyst

Cupertino, CA

September 2022 – March 2023

- Developed and drove adoption of internal eDiscovery software and tools
- Developed, implemented, and maintained standard operating procedures for eDiscovery and data collection processes
- Built automation that enabled a dramatic reduction in request turnaround time– from 6 weeks to down to 2 weeks
- Coordinated with Apple legal, litigation specialists, internal development teams, and other stakeholders on a day-to-day basis, providing technical guidance and collecting technical requirements
- Performed forensic data collection and eDiscovery processing services
- Maintained case and data archive inventories and retention programs

MuleSoft: a Salesforce company

Senior Platform Engineer

San Francisco, CA

April 2019 – February 2021

- Stack/buzzwords: Kubernetes, Terraform, Go, Python, Jenkins, AWS, CI/CD, GitOps, PaaS, infrastructure as code, microservices, agile, devops, FedRAMP, yaml
- Built out new "Core Platform as a Service" (Core PaaS) which enabled rapid continuous deployments of internal services across regions
- Implemented a FedRAMP-authorized deployment of our platform
- Collaborated with development teams to onboard legacy service onto the new platform
 - Adoption from teams with legacy services went from 25% to 80%, much of it driven by the improvements in testing /deployment turnaround time.
- Proposed and launched an internal newsletter for my team
 - Soon after joining, I had noticed that we (the platform team) didn't have a clear communication channel to the other service teams. Confusion and miscommunication, yada yada yada... But within a year, service teams had come to take our monthly newsletter for granted, which was the goal.

EvengX (née TrustPipe, LLC)

Software Engineer

Remote Company

October 2015 – September 2018

- Stack/buzzwords: Go, Buildbot, Python, AWS, infosec, CI/CD
- Next generation cybersecurity startup focused on detecting and blocking malicious network activity at the endpoint
- Product engineer for our Windows endpoint agent, written in Go, developed features in close consultation with the business team to meet customer needs
- Designed our endpoint licensing API and implemented it on the backend in Go
- Designed and implemented a continuous delivery platform that got out of our developers way
- Built systems and tools that make the right thing to do the easiest thing to do

Acer Cloud Technology, Inc.

Member Of Technical Staff

Mountain View, CA

February 2013 – October 2015

- Stack/buzzwords: Java, Android, C/C++, Python, IoT, AWS
- An acquisition-turned-business unit meant to function as an “internal startup”
- Developed applications for Acer’s cloud services, such as the Orbe, a network attached storage device; a cross platform clipboard app for an IDEO engagement; and an IP camera and accompanying mobile app
- Developed the multiplatform client SDK
- Extended the SDK to support IoT business
- Maintained a demo lab and collaborated closely with sales engineers

EDUCATION AND INTERESTING NON-TECHNICAL EXPERIENCE

University of San Francisco, San Francisco, CA – B.S. Computer Science, 2012 – *captain of the improv team, member of the Great Books program*

Camp Galileo at Chabot Space and Science Center, Oakland, CA, 2012 – *Assistant Instructor*

The Second City, Chicago, IL, 2011 – *Touring Company Production Intern*

Disney Store, Chicago, IL, 2009 – *Cast Member*

Mercury Cruises, Chicago, IL, 2008 – *Deckhand for the Chicago Architecture Foundation River Tour*