Software Engineer

Lead by Example through Clean Code, Strategic Problem-Solving, and Deep Commitment to Product Quality

Solve complex problems in industries that impact real people through thoughtful, user-centered software. Lead feature development from planning through deployment with skill in AWS, JavaScript, TypeScript, C#, and frameworks such as .NET, Angular, and React. Collaborate with UX, product, and engineering partners with clear and direct communication to deliver clean, scalable, and maintainable code. Provide robust solutions using detailed documentation and best practices that provide an exceptional user experience as independent, highly accountable problem solver.

- Agile and Scrum Workflow Fluency
- Continuous Improvement Mindset
- Debugging and Root Cause Analysis
- Responsive Web Development
- Component-Based Frontend Architecture
- Clean Code Advocacy
- UI/UX Alignment and Implementation
- Quality-Driven Development
- Cross-Functional Team Collaboration

Technical Skills

- Languages: JavaScript (ES6) / TypeScript, Microsoft .NET C#, Python, Typescript, HTML, CSS
- Frameworks: Angular, Vue.js, React, Redux, Node.js, Next.js, Express.js, Node-RED
- Databases: MySQL, MongoDB
- Tools: Git, JIRA, AWS (Batch, SNS, Lambda, Step Function, Systems Manager, Kinesis, Code-pipeline, Terraform), Docker, Jenkins
- AI: Github Copilot, ChatGPT, Cursor
- Other: REST, API Development

Professional Experience

Renaissance Learning, Inc., Ithaca, NY (remote)

Software Engineer

September 2022 – May 2025

- Designed and implemented secure internal application to monitor and automate client data deletion using Angular, .NET Core, and AWS Step Functions, improving operational efficiency and data accuracy.
- Used AWS Terraform to create/manage AWS Event Bridge rules, lambdas, IAM roles, and policies to restrict permissions for each user per least required access. Also used Terraform to deploy ECS containerized application.
- Collaborated with UX, Product, and back-end to lead planning and execution of data visualization features for Multi-Tiered System of Supports (MTSS) application, enhancing user insight and decision-making.
- Led front-end effort for major feature release, including authoring technical diagrams, JSON contracts, and workload plans, aligning with back-end team and accelerating delivery.

CANDIDUS, INC., Ithaca, NY (remote)

Software Development Engineer

July 2021 - September 2022

- Modernized legacy full-stack SPA application for smart greenhouse lighting by reorganizing logic and clearing redundancies and unused code, reducing support tickets by 50%.
- Cultivated best practices by authoring internal documentation focused on training new developers and standardizing JIRA workflows.
- Utilized AWS Systems Manager and Kenises Data Stream to manage IoT applications and data from remote locations.
- Created detailed workflow diagrams verifying reliable network connections and system integration during client-installations.

MEZERIZ, INC., Ithaca, NY

Junior Software Engineer

June 2019 - July 2021

- Created and implemented code base using C# synthesizing neural network data sets used to classify progression of 3D LiDAR scans of real-world construction sites from initial construction to final structure.
- Collaborated with software team on designing and developing multi-page full-stack web application for uploading, processing, viewing, editing, and downloading LiDAR data.
- Utilized Angular and Socket.IO in building real-time notification service integrated from front-end to back-end, with engagement through AWS services, including SNS, Batch, and Lambda.

Education

Bachelor of Science (BS), Physics Ithaca College, Ithaca, NY