

Overview

Passionate polyglot engineer skilled in object-oriented and functional programming paradigms. A self-motivated problem-solver who delivers value as an individual contributor and brings out the best in others as a team lead.

- Focuses on meeting the needs of users and the business
- Embraces agile methodologies to deliver working software consistently
- Combines skills, experience, and creativity to provide pragmatic solutions
- Applies principles of continuous improvement to evolve engineering practices

Experience

Ideagen - Global governance/risk/compliance software company

Software Engineering Team Lead, August 2023 - Present

Senior Software Engineer, January 2018 - August 2023

Served as the lead engineer for a team of product engineers across multiple time zones. Daily activities included task refinement, mentoring, pairing, code reviews, and facilitating agile ceremonies such as stand-ups, retrospectives, and post-mortems.

- Reduced Azure hosting costs by 60% through multi-tenancy refactoring
- Increased deployment frequency from quarterly to weekly by focusing on DORA metrics
- Implemented SSO, SCIM, and JIT user-provisioning features to attract enterprise customers
- Strengthened shared engineering principles through regular community activities

InventureIT - Regional software and consulting company

Senior Software Engineer, January 2016 - January 2018

Guided multiple teams as a senior engineer to enhance and expand the company's software portfolio for clients in various industries, including healthcare and manufacturing.

- Architected template for reusable, multi-tenant web applications
- Introduced automated testing processes to speed up development time
- Increased deployment speed and consistency using pipelines for the release process
- Streamlined physician workflow using OCR and RFID to increase practice efficiency

Experience (cont.)

Shaw Industries – Global flooring and synthetic turf manufacturing company

Senior Software Engineer, January 2013 - January 2016

Systems Engineer, December 2007 - January 2013

Collaborated with agile engineering teams to enhance manufacturing operations through software solutions focused on efficiency tracking, production planning, and process monitoring.

- Developed a patented, robotic manufacturing process
- Architected a custom service bus to reduce development time for systems integration
- Led major refactoring of applications to integrate with a new shop floor system
- Encouraged technical growth within the group by facilitating lunch-and-learns

Tools

Current - OOP, Design Patterns, SOLID, DDD, Agile, Scrum, .NET, C#, HTML, JavaScript, CSS, React, SQL, Visual Studio, ReSharper/Rider, Visual Studio Code, Vim, Unit Testing, TDD, Git, GitHub, CI/CD, Azure DevOps, Azure, YAML, Terraform, PowerShell

Previous - C++, Java, RTOS, 2D/3D Graphics, Linux, Multi-threading, Networking

Other Interests - FP, F#, TypeScript, ML, Python

Education and Certifications

Duke University, BS Computer Science, 1999

Microsoft, MCSD, 2020

Volunteerism

Scenic City Summit, Organizer, 2017-2019

TEALS, Volunteer Teacher, 2020

Hobbies and Books

My hobbies include reading, attending conferences and user groups, coding for fun, computer and tabletop gaming, and cat wrangling. My favorite books include The Pragmatic Programmer, Modern Software Engineering, Kill it with Fire, The Goal, and Neuromancer.

References, code samples, and extended work history are available upon request.