

Experience

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| NuID | Co-founder and principal engineer for a cloud-native Authentication -as-a-Service product based on zero knowledge proofs |
| 2017-2022 Internet | Established technical proficiency in protocol design and implementation, web standards and technologies, and cloud infrastructure. Lead small, distributed teams across engineering, product development, and branding. Granted USPTO 10880089, 11496310 for work on authentication method. |
| Micro-soft | Data Scientist responsible for developing production infrastructure, tooling, and ML models for C-suite reporting |
| 2015-2017 Redmond, WA | Developed comfort and enjoyment in summarizing complicated results and presenting them to directors and large audiences. Implemented a compiler and toolchain to improve metric accuracy and reliability, returning dozens of hours each week across the team. |
| Rustici Software | Software engineer developing standards-based e-Learning solutions (SCORM, xAPI) |
| 2013-2015 Nashville, TN | Developed libraries and browser plugins for interacting with e-Learning APIs. Contributed to development, propagation, and evolution of a broadly utilized software standard; “radicalized in stewardship.” |

Education

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|------------------------------|---|
| Vanderbilt University | M.S. Computer Science — GPA: 4.0 Thesis: <i>Completable Futures and Asynchronous Pipelines</i> |
| 2011-2015 Nashville, TN | B.S. Computer Science — GPA: 3.83 <i>Earned B.S. and M.S. in 4 years</i> Minor in Art — GPA: 4.0 <i>Focus on drawing and printmaking</i> |

Skills

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|------------|---------------|
| Clojure | Written |
| Typescript | Verbal |
| Terraform | Visual |
| AWS | Interpersonal |
| Go | Research |
| Rust | Cryptography |
| Erlang | |
| Haskell | |
| Zig | |

Interests

Hiking
Printmaking
Programming Languages
Game Design
Mereology
Music