

I am a professional software engineer passionate about anything and all software related. My interests align with the creation of bleeding edge technology and advancements to further push the boundaries of engineering as a whole for the benefit of everybody.

Work Experience

Software Engineer II	Pathward	March 2022 – Present
Commercial Finance Engineering	Sioux Falls, SD / Remote	
<ul style="list-style-type: none">Optimized ETL processes in CID, a core data warehouse application, by identifying and resolving data inconsistencies, leading to a reduction in data errors by 20%Revamped WebCID by integrating the Angular TypeScript framework, optimizing CID access and significantly enhancing the efficiency of the data transfer processConverted stored procedures into console jobs, improving maintainability and opening the door for REST API architectureEnsured synchronization of all loan data throughout our loan processing services with the usage of Event Buses, SQSs, and Lambdas increasing business efficiency significantlyIntegrated a third party loan system into Finastra using API Endpoints and Lambdas in under a month time frame ensuring a seamless transition of commercial properties and assets into CIDDeveloped a reusable financial pipeline for new lending partners with DynamoDB, API Gateway, and Lambdas allowing for millions of new dollars a day to flow to core commercial applicationsImplemented a devops bug tracking system that resolved 60% of recurring bugsInitiated efforts to add 80% code coverage to legacy codebases and 90%+ of all new codeDeveloped full stack software utilizing Angular Typescript framework supported by AWS backend design		
Software Engineer	Millennium Software Inc. / Ford Motor Company	May 2018 - Aug 2018
Information Technology Department	Dearborn, Michigan	
<ul style="list-style-type: none">Engineered full stack solutions using Java, SQL, HTML, and CSS to develop a multi-million-dollar website which increased product development efficiency by 3% and file upload speed by 500%Collaborated with 10 team members and organized weekly deadlines to review and ensure quality production code was made		

Projects

3D Resume Portfolio	2025
<ul style="list-style-type: none">Created a React Web App live hosted on Firebase to showcase my skills of React and 3D modelingUses clean, reusable code and is well documented with version control through Git	
Airline Reservation System	2020
<ul style="list-style-type: none">Developed with C# and .NET to produce a high-quality app in Visual StudioUsed a depth search graph to connect airports and allow for new airports to be addedCollaborated with 2 others to document, debug, and develop the app over 3 months	
Monopoly Board Game	2017
<ul style="list-style-type: none">Developed with Java and JavaFX to develop a fully functioning board gameDesigned alongside 1 other person with bi-weekly check-ins to produce for Honor's Object-Oriented Programming	

Technical Skills

Languages: C# | C++ | C | Python | HTML | CSS | Javascript | Typescript | SQL | Java | .NET | Linux | Visual Basic
Technologies: AWS | React | Angular | SSMS | Unity | Git | Azure DevOps | GitKraken | Docker | Playwright | Storybook

Education

Bachelors of Science, Computer Science and Eng., University of Toledo, 2017 - 2021 | 3.8 GPA | President's List 7/9 semesters
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