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> LANGUAGES AND TECHNOLOGIES

- **Proficient:** HTML5, CSS3, JavaScript, React, Redux, Typescript/Flow, Ruby on Rails, Python, Git
 - **Exposure:** D3.js, Three.js, Immutable, R, PHP, MySQL/SQLite3, Postgres, Redis, AWS, MapReduce, BeautifulSoup4
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> PROFESSIONAL EXPERIENCE

Snorkel AI | Front-End Software Engineer | Redwood City, CA

June 2021 - current

- Worked as part of the User Experience Engineering team, which owned front-end across the company, to build and improve an auto-labeling machine learning platform built in React, Typescript, Tailwind, Next.js, and Python.
- Led project with design team to implement a design system to simplify and modularize a foundational front-end component library, which was then used to redesign and re-implement a new internal platform.
- Created extensive Cypress end-to-end tests to trace crucial foundational testing paths to detect regressions before merging, significantly reducing regressions.
- Implemented front-end of a highly-requested crucial new multi-tenant feature, which led directly to multiple new enterprise client contracts.

Yelp Inc. | Senior Full-Stack Software Engineer | San Francisco, CA

September 2019 - April 2020

- Built and iterated quickly on an experimental web application built in React and Python as part of the Market Fit team (including a designer and product manager). Maintained 100% test coverage with Enzyme test framework.
- Introduced and implemented a new library to build a new front-end feature that tripled purchases (with a confidence interval of 215 - 766% increase over previous iteration).
- Championed more robust code and error tracing beyond on-call duties, leading to raised awareness of code quality.

Cruise Automation | Full-Stack Software Engineer | San Francisco, CA

December 2017 - May 2019

- Maintained, created, and updated tools international contractors used to label data from self-driving cars on the Ground Truth team, using React, Redux, Flow, Three.js, Immutable, and Go, among other tools and technologies.
- Led a project (that won the teamwide hackathon) to pinpoint and address the most pressing needs of labelers, creating and deploying a semi-automated tool improvement that boosted production from labelers by 50%.
- Owned high-priority user interface needs and collaborated daily with the Operations team to address highest-priority needs, ultimately improving costs per task from 20% to 11% in one quarter.

WRKSHP | Server (Backend) Software Engineer | San Francisco, CA

March 2016 - December 2017

- Worked on Battle Camp & Beat Fever, two massively multiplayer mobile games with 1 million unique users daily and 2 million monthly using Ruby on Rails, DynamoDB, SQS, S3, Redis, Redshift, memcached on EC2, AWS services.
- Often owned daily production deploys with new features as A/B tests, which maximized user retention to over 70%.
- Managed the stability of both games in live production for a 99.9% uptime on-call including weekends.

Lawrence Berkeley National Lab | Computational Intern | Berkeley, CA

May 2015 - August 2015

- Completely rebuilt the [Fitness Browser](#), a site written with [Perl](#), [SQLite3](#), [JavaScript](#), and [HTML/CSS](#) to display data about bacterial genetic fitness in different media from experiments done at the Arkin Lab.
 - Built UI components for cross-browser compatibility and usability, including graphs with D3.js and scripts, to enable efficiency and access for computational biologists around the world as a powerful research tool.
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> SIDE PROJECTS

TrellNo | Solo Developer | <https://trellno.netlify.app/>

July 2020 - present

- Developed a web app and Chrome extension, written with React, that mimics Trello, including drag-and-drop cards, dark mode toggle, custom color columns, and local storage save with import and export, then modified the project to be used as a local Chrome New Tab extension. [Open-sourced the project.](#)
- Ideated, planned, created, and deployed the entire project, with live suggestions from viewers on stream.

Rially Mundane | Coding Streamer | <http://ria.codes>

April 2020 - March 2021

- Streamed solving technical problems and coding challenges, building projects, and engaging in technical and non-technical discussions 4-5 nights per week, in front of an active audience of up to several hundred that grew to 2.2k followers on Twitch.
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> EDUCATION

University of California, Berkeley

August 2011 - December 2015

Bachelor of Arts in Integrative Biology with Minor in Computer Science