

EDUCATION

2006 - 2009 **University of California, Berkeley**
Bachelor of Science in Electronics Engineering and Computer Science

- Machine Structures and Architecture
- Artificial Intelligence and Game Theory
- Computer Graphics
- Compilers and Programming Languages
- Algorithms and CS Theory

EMPLOYMENT

2012 - Present **Everlane**
Software Guy

- Design, build, and fix my inevitable mistakes on Everlane's Rails stack.
- Run email campaigns and AB tests.
- Sometimes I help staff the floor at popup shops.

2011 - 2012 **Google**
Software Engineer

- Made an iframed payments solution for third party merchants on top of Google's Payments infrastructure in GWT.
- Please don't hire me to do build anything in GWT ever again.

2010 - 2011 **Amazon**
Software Development Engineer

- Aggregate disparate inputs like UPS shipping feeds and customer orders to allow third-party merchants to sell through Amazon
- All code developed in the context of the scalability and high availability demands of Amazon's internal Service Level Agreement
- Work with systems built on publish/subscribe protocols that listen to feeds and automatically recover from faults.

Summer 2008 **Zynga**
Software Development Intern

- Interned for Facebook's largest application developer. Produced and maintained games with "viral" social appeal.
- Headed a project with three coders and its own unique art and flash assets.

INTERESTS

Rationality, post-humanism, photography, artificial intelligence, exploring old buildings, deep dish pizza, cheating at videogames, typography, and anything by Gene Wolfe.

SKILLSET

C(++)

- Built a Python to native bytecode compiler with full dynamic typing and object reflection.
- Wrote a Raytracer with multisampling, depth of field, and refractive photon mapping support.
- Reverse engineered Battlefield: Bad Company 2 to build a hack with fully ballistic, predictive aiming calculations.

Java

- Developed Java systems that communicate with any arbitrary client through Amazon defined protocols
- Learned to program in a Java-to-Javascript frontend framework (GWT).
- I can't stand Java anymore, please don't make me do it.

Ruby (on Rails)

- Wrote Zynga games that were backed by RoR and piped through the Facebook application layer
- Built games that could push data to clients in real-time without relying on client polling, using an open socket
- Deployed multiple CMS environments for Amazon European employees to translate marketing materials that automatically deploy to outward-facing Apache clusters.
- Familiar with Heroku and its attendant addon ecosystem as it used to power Everlane's web presence.

HTML, CSS, JavaScript. Basically, the web.

- Built an awesome realtime implementation of Set at <http://multiplayerset.com> in NodeJS and jQuery.
- Committed horrible optimistic AJAX atrocities at Everlane to make the site more responsive. Well, *feel* more responsive, which is almost as good.

Oracle, MySQL, BDB, and other various databases

- Familiar with abstractions like hibernate and ActiveRecord
- Let's be honest, I hate Oracle and am decent at best at doing SQL. Join terminology still confuses me.

UNIX, LINUX variants

- Operational support for Amazon's internal RedHat LINUX fleet via pager rotation.
- Familiar with load balancing and hardware provisioning for distributed applications running on a cloud of virtual machines

Assembly and reverse engineering

- Well versed in reverse engineering the compiled code of videogames and applications, subverting functionality in places and inserting new features in others
- Adept at understanding bytecode produced by compilers using tools like IDA