

EXPERIENCE

- **Density** San Francisco, CA
Staff Software Engineer *Jun 2021 – Present*
 - **Application Engineering:** Built the new flagship product, Atlas, a new space insights platform. Implemented performant, flexible, and high dimensionality data visualizations
 - **Feature Flagging:** Created a feature flagging mechanism to enable gradual feature rollout and experimentation across different environments, applications, and services
 - **Infrastructure:** Created the monorepo for shared libraries to consolidate conventions, tooling, and distribution mechanism. Introduced Redux as a replacement for an in-house Flux-like solution, simplifying and standardizing state management. Migrated existing apps from CircleCI to Github Actions
 - **Dust:** Implemented a new design system. Created React components, icons, as well as a centralized theme that included spacing, typography, and colors
- **Nashi (acquired by Density)** San Francisco, CA
Founding Engineer *Feb 2020 – Jun 2021*
 - **Frontend:** Bootstrapped and built our flagship product that enabled customers to reserve desks and schedule in-office visits. Enabled workplace managers to manage their spaces as well as view insights about usage
 - **Backend:** Bootstrapped our GraphQL backend using Go and gqlgen
- **WeWork** San Francisco, CA
Software Engineer II *Apr 2019 – Jan 2020*
 - **Core Client Web Team:** Established style guide and code review best practices. Mentored engineers on topics such as application architecture, module systems, TypeScript, and bundlers. Designed and implemented an infrastructure overhaul that decreased CI/CD pipeline times by 71%, from 14 minutes to 4 minutes
 - **WeSecure Grant:** Led a team of 6 in building an application that enabled self-service space management. Built a Go HTTP service that was the 1st consumer of 8 internal gRPC microservices. Launched in Sep 2019 to 5 pilot customers with plans to onboard 50+ by the end of the year
 - **Account Central:** Designed and built a micro-frontend application that allowed multiple teams to deploy widgets independently into a single shell. Designed asynchronous widget loading and mounting. Built a Node.js registry service for versioning of static assets. Built a bridge that enabled a widget to be migrated in under 50 LOC
- **Qualtrics** Seattle, WA
Software Engineer I *Feb 2018 – Apr 2019*
 - **New Dashboard Experience:** Rewrote 7 AngularJS CX widgets for the new dashboard experience
 - **Prescriptive Insights Widget:** Built new widget that prescribes actionable insights to dashboard users based on statistical analysis of top box and Pearson Correlation values. This is also the 1st React widget within Qualtrics
 - **AngularJS - React Migration:** Designed and built a bridge that allowed engineers to develop new widgets in React and leverage AngularJS dependency injection

OPEN SOURCE PROJECTS

- **Storybook (73k★):** (*maintainer*) Interactive UI component development & testing
- **React Virtualized (24k★):** (*maintainer*) React components for efficiently rendering large lists and tabular data
- **React Sortable Tree (4.6k★):** (*maintainer*) Drag-and-drop sortable component for nested data and hierarchies
- **React Split Pane (2.8k★):** (*maintainer*) A component for rendering resizable split panes. 500k downloads per week
- **Node.js:** Wrote the API for converting EC Diffie-Hellman public keys between uncompressed, compressed, and hybrid formats. Released in v10.0.0 as part of the core crypto module
- **Rollup:** I help maintain the plugins monorepo

EDUCATION

- **University of Minnesota - Twin Cities** Minneapolis, MN
Bachelor of Science in Computer Science; GPA: 3.56; Cum Laude *Aug 2014 – Dec 2017*