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Positions

Lead Frontend Developer, PlusMinus Agency, LA   May 2020 – present

TypeScript, React, Next.js, Storybook, Chromatic, Figma

- Frontend development for a customizable database-spreadsheet hybrid, built for millions of records per view and secure on-premises data storage. Built on Next.js and a Storybook library of 200+ custom components.
- Setup and maintenance of CI/CD tooling, Slack/GitHub/ClickUp/AirTable integrations, asset intake scripts, and foundational frontend code.
- Continuous coordination with Backend and Design. Interviewing, code-review and pair-programming with other developers. Frequent consultation with leadership on product strategy and technical trade-offs.

Frontend Engineer, FuiszVideo, NYC/LA   Feb 2015 – Dec 2016

jQuery, React, Express, Jade, Mocha, Phantom.js, Docker

- Built HTML/JS templates for a variety of interactive video ads, with robust performance across different devices and placement networks.
- Built React/Express app for creating interactive ads and tagging in-video objects for position tracking.
- Ported a Linux-based machine vision pipeline to MacOS, enabling more of our team to work with our product's core computer vision technology.

Frontend Developer, Access Intelligence, NYC   April 2014 – Feb 2015

PHP, JavaScript, jQuery, GreenSock, Angular, Bootstrap

- Built a scroll-triggered-animation framework for interactive news articles, inspired by then-recent experiments by the New York Times.
- Built an Angular web-app for browsing and showcasing winners of a magazine-industry awards program.
- Built an internal-use PHP/Bootstrap app for sharing documentation and streamlining project requests.

Freelance Projects

Museumofus.org, Museum of Us, San Diego   March 2022 – Sept 2022

TypesScript, React, Next.js, Sanity CMS

- After a major brand update by the client, built a new website to enable snappy and delightful experiences, both for visitors and for content-editors.
- As compared to client's previous WordPress website, the new site reduced hosting costs by a factor of 5 and improved Lighthouse-assessed scores for accessibility (+9%), best practices (+17%), SEO (+8%), and performance (+45%).

Robot Actor & **Nycplayers.org**, New York City Players, NYC   July 2017 — Feb 2018

Arduino/C++, Python, TensorFlow, JavaScript, PHP, Stacey CMS

- Designed and built a robot actor in parallel with client's writing and rehearsal of a new play. Robot has performed in 32 stagings in US and Europe. Play was a New York Times Critic's Pick.
- Movement is triggered over wifi/webSocket; gimbal-mounted camera tracks actors via infra-red tags and records performance; onboard TensorFlow network generates a unique script over the course of each performance.
- Built a new website with a minimalist, typed-while-you-watch design, populated with a flat-file CMS.

Education

Retreat Participant, The Recurse Center, remote/NYC   Jan 2023 — March 2023

- Built a toy Entity Component System architecture in TypeScript, suitable for small games or simulations.
- Trained ProGAN and CGAN deep-learning models, then utilized them client-side using the ONNX framework.

MFA, Photomedia, University of Washington, Seattle, WA   Sept 2018 — June 2020

- Produced artworks and a written thesis using deep learning, vacuum forming, sandblasting, and 3D printing.
- Taught 2 undergraduate sections on digital and film photography. Assistant-taught a course on contemporary art.
- Provided web-development assistance to undergraduate design students and supplied UW Data Science office with benchmark data from deep learning projects.

BA, English/Art Studio, Wesleyan University, Middletown, CT   Sept 2004 — June 2008