

Work Experience

Galileo AI

Design Engineer

Jun 2023 - Jan 2024

- Developed, designed, and maintained two design systems of 80+ web and mobile components in Storybook and Typescript, building tools for color accessibility, dynamic color systems, and writing documentation for usage of six people
- Designed and architected app views for lightboxes, infinite feeds, and popup modals across web and mobile app, with a focus on interaction and accessibility using Framer Motion and React
- Implemented background job for dynamically generating OG images which converted shapes from SVG to PNG, and caching with Redis and S3
- Launched public product to 2k users with 50k signups in a week with an average retention rate of 70% and \$1k MRR

Freelance

Design Engineer

Sep 2022 - May 2023

- Developed and implemented design systems in React, web components, and Svelte using Storybook for a team of 20 developers to remove friction in component development
- Prototyped web app to propose and vote on datasets using Typescript on Filecoin protocol, securing an early contract of \$10k for further contract development
- Implemented image features on HTML canvas for zoom, transformation, and fallbacks on thumbnails and display images to improve rendering time by 30% in React and Typescript using S3 and Postgres
- Redesigned and implemented landing pages, live streams, video posts, and comments for a AR streaming platform

Blend

Software Engineering Intern

May 2021 - Aug 2021

- Migrated cross sell product offering into a microservice in Typescript, resulting in a 40% decreased latency, and 0.3% increase in uptime
- Implemented background event streaming using Kafka, AWS, and hosted on Docker to fetch and send emails to potential customers
- Reworked email templates in React with internal design system, improving conversion rate by 13% on product pages

Ask Iggy

Software Engineering Intern

Jan 2021- May 2021

- Launched a React and Flask CSV upload tool with multithreading that allowed users to augment their location data to 50+ users with a 70% conversion signup rate
- Developed open source SDK's in Python and Javascript to extend internal API usage with Geopandas for enrichment, ultimately adopted by four largest contracts at the time
- Implemented responsive graphs in React using D3 to track user API usage, location calculations, and user growth

Projects

Convo

Jun 2023 - Present

Original handwritten comic style typeface inspired after the Paper Mario dialogue series created during Type West in 8 styles. Developed custom rasterization script and auto spacing to automate process

Kernel

Jun 2022 - Sep 2023

Spearheaded print and web design, illustration, and layout for versions 2 and 3 of Kernel, a literary magazine on techno-optimism with \$12k worth of copies sold. Built custom CMS for articles and design system for site. Designed and illustrated merch store with \$10k worth of items sold across posters, stickers, and hats

A World Of Space

Apr 2023

Interactive fiction developed and written for the second edition of *thehtml.review*. Developed internal game engine system for custom storyline, sound effects, and animation. Written in Javascript and hosted on Next.js

Blackout Poetry Generator

May 2023

Web app built in React that generates blackout poems based on a Markov Model trained on 4 million lines of poetry. Built custom text editor in React with Typescript

Education

Letterform Archive (Type West)

Postgraduate Certificate in Typography

Jan 2023 - Jan 2024

Brown University

B.S. in Applied Math and Computer Science

GPA: 3.9

Organizations: Dorm Room Fund, Brown RISD Innovation

Community, Aerial Acrobatics

Relevant Coursework: Designing Humanity Centered Robots, Computer Vision, Graphic Novels and the Politics of Memoir, Mapping Information, Intro to Graphic Design, Intro to Film Photography, Information Theory

Research & Exhibitions

Soft Defiance

Jun 2023

Photographs in an exhibition at the Harvey Milk Center in San Francisco

Future Technologies Conference

Jun 2022

Designing the Metaverse: A study of design research and creative practice from speculative fictions to functioning prototypes.

Collaborated with Gonsher et al.