
PROFESSIONAL EXPERIENCE

LinkedIn

Software Engineer

Mountain View, CA

March 2017-January 2022

Customized the LinkedIn experience for international visitors, including building the guest homepage from scratch, supporting A/B testing, and investigating optimal strategies for increasing marketing penetration.

Pivotus Ventures

Software Engineer

Menlo Park, CA

August 2016-Present

Architected a conversation platform that enables financial clients to connect with banking agents.

Responsibilities include using React-Redux to develop the UI, communicate with the API, and manage state.

UC Berkeley

Full-Time Visiting Scholar, Software Development

Berkeley, CA

June 2015-August 2015

Developed an electric grid simulation game for use in the classroom.

- Built custom UI elements using Unity and C#
- Added interactivity to a graph of load capacitance against time, allowing the view to be redrawn instantaneously when the user decreases electrical demand.

Magic by Plus Labs, Inc.

Software Developing Consultant

Mountain View, CA

May 2015

- Built a scraper to index publicly-available information from the internet and generate a database of products and services from almost every city in the US, using Python.

University of Iowa

Technical Assistant, Department of Education

Iowa City, IA

June 2010- May 2013

- Instructed over 60 faculty and future teachers on web development in the classroom.
- Developed over 30 pages of accessible, online documents describing the use of various technologies.

AWARDS & RECOGNITIONS

DeveloperWeek Hackathon (2016) - Grand Prize (*CapitalOne API*)

Developed CapitalWon.com, a competitive financial planner that challenges your money skills.

TechCrunch Disrupt Hackathon (2015) - 2nd Place (*Zolando API*)

Created FashionSense.club, a fashion tester that uses a RESTful API to display clothing types and seasons.

Hackathon of Outlandish Things (2015) - 1st Place (*Best Application*)

Led development of Share-or-Dare, a bracket-based, user-authenticated truth-or-dare game for iPhone.

PROJECTS

Igloo (2021) Utilized React.js to create a video-game style conferencing system.

Sniff (2015) Collaborated with members of the University of Illinois CS department to create an online learning system for students to practice code-sniffing utilizing full MEAN-stack.

EDUCATION

Coding House

Web Application Development (MEAN Stack)

Fremont, CA

Nov 2015

University of Iowa

Masters of the Arts in Teaching, Secondary Science Emphasis

Iowa City, IA

May 2013

SKILLS

Languages - JS, Python, C++, C#, HTML, CSS, LESS, SASS

Framework & Tools - Ember, jQuery, Node.js, Express, MongoDB, Firebase, MySQL, Angular.js, React.js, Redux, Passport, Git, Foundation, Cordova, Ionic, Bash

Digital Media Software - Illustrator, Photoshop, Premiere, Audacity