

Areas of Expertise

Web Development: Constructed websites and web applications in JavaScript/NodeJS, Ruby on Rails, Python, and PHP. Experienced with design cleanup and collaboration, implementation using HTML and CSS, ORM integration and custom query creation using Postgres and MySQL, and server configuration / deployment.

Software Engineering: Created mobile, desktop, and server applications using Objective-C, Java, and C/C++. Academic experience includes coursework in MIPS Assembly and vertex shader development for GPUs.

Digital Media Production: Experienced with artsy programs like Ableton Live, MaxMSP, Illustrator, Photoshop, Sketch, and ProTools.

Other Stuff: Really into beaches, synthesizers, live music playing and seeing, running, bicycle tuning, reading, pop/junk culture, and science education.

Professional Experience

Freelance: Engineer (Full-stack) San Francisco, CA February 2015 to Present
Developed ReactJS "Universal Render" server for **Sense** and managed day-to-day tasks for a team of 4 front-end engineers. Built two custom large-scale touch screen kiosk applications for **Obscura Digital** using WebGL and custom shaders.

Mixpanel: Engineer (Full-stack) San Francisco, CA August 2013 to February 2015
Used Python, JavaScript, C, C++, and Objective-C to create and maintain high-throughput, scalable analytics products and libraries as well as managing deployment processes and ensuring code quality among team members.

Timehop: Engineer (Full-stack) New York, NY April 2012 to December 2012
As a first-hire engineer, used test-driven development to enhance the original, daily email client; build an sms uploader for Android and iOS; and create a fully functional, social site. Team hired two more engineers, decided to scrap site, and instead build a social iOS app (Timehop in the App Store). Left after app's completion to pursue personal projects.

Zynga: Senior Software Engineer (UX, Application) San Francisco, CA May 2009 to April 2012
Worked as the main developer for Zynga's first destination site, YoVille.com. Created and designed major features and added content in the LAMP stack to the site that drove usage from 10,000 to 300,000 daily active users making it one of the biggest FB Connect sites on the web. Eventually managed a 3-person engineering team. Final year was spent rapidly building HTML client features for Words with Friends as well as building cross-client services for the Rails / PHP server while maintaining a dialog with PM's and designers.

Go Vote Absentee: Sole Engineer New York, NY June to November 2008
Created a website (in preparation for 2008 election) that facilitated the acquisition of absentee ballots in all 50 states by compiling districts, zip codes, and state request forms. Application enabled the user to type in his or her zip code and receive a printable form, along with the appropriate mailing address of the county clerk.

Education

Brown University Providence, RI Graduated 2008
Bachelor of Arts in Computer Science. Coursework included Graphics, Computational Complexity, and Advanced Algorithms.

Studied abroad at the University of Bologna. Gained proficiency in Italian. Currently terrible.

Created and maintained website for *The Critical Review*, Brown's course review magazine, using PHP, Postgres, and JavaScript. Served as radio technician and web technician for Brown Student and Community Radio (MVP 2008). Responsibilities included studio repairs (involving wiring and soldering) as well as web infrastructure maintenance, configuring email lists, etc.