

Software engineer with a neurotic insistence on writing maintainable, testable, performant code. I learn quickly, think analytically, and favor the right tool over the popular one.

proficiencies

javascript, html5, css3, git, react, redux, node, css preprocessors (LESS), webpack, unit testing (jest), responsive design, CI/CD (circle CI, jenkins), cloud system design (AWS), REST API design (express), Java (spring boot)

experience

Software Engineer II, Software Engineer III – JP Morgan Chase (Houston, TX) Aug 2017 → Present

→ Increased legacy application code coverage from 0% to > ~75%; → selected as a web tech design authority to promote coding standards and best practices across LOB-wide teams; → led development of cloud-native desktop CRM tools using [OpenFin](#), React, Redux, and Spring Boot; → acted as team lead and lead UI engineer.

Software Engineer – Stardog Union (Remote) Jan 2017 → Jul 2017

→ Contributed to architecture, design, and development of several projects, including a [Visual Studio Code extension](#) for syntax highlighting and running queries against company's flagship database; → and a serverless, responsive React web-app, leveraging AWS for MFA, role and permission management, REST services, and database storage.

Front-End Engineer – Citrusbyte (Remote) Aug 2016 → Nov 2016

→ Led front-end development in a small squad of remote engineers focused on delivering modern, scalable, standards-compliant, responsive web-apps. → Implemented new client-side architecture and build setup using React, Redux, and Webpack that enabled faster development and component reuse. → Resolved 50% of documented UI bugs within a month of joining the team.

Software Engineer – PROS, Inc (Houston, TX) Nov 2014 → Aug 2016

→ Contributed to project boilerplate template that decreased time-to-productivity for new developers. → Worked closely with UX and Design teams to rapidly prototype proof-of-concepts. → Helped extract common UI components into an internally-shared component library. → Leveraged Webpack to reduce average build time and CPU usage by 87.5% and 93%, respectively.

education

Full Stack Engineering – Hack Reactor (Austin, TX) Jun 2014 → Oct 2016

→ 12-week immersive software development program that teaches full-stack Javascript development; → stayed on as a teacher's aide for two months after graduating.

BA, English – University of Houston (Houston, TX) Aug 2006 → May 2010

→ University Honors with Honors in Major (2010); → Howard Moss Poetry Prize, Honorable Mention (2010); → Academic Excellence Scholarship (2006-2010); → Dean's List (2008); → Kristen Shepler Scholarship (2009)

projects

[Snake](#) Jul 2017

Online multiplayer Snake using WebSockets and vanilla JS. Implements snakes as [circular buffers](#) with O(1) reads and writes.

[Minesweeper](#) Jun 2017

The classic game of luck and logic, but with the ability to design and share custom minefields. Node [backend API](#) deployed on Heroku, and a React [client-side application](#) deployed with Now.

[Wedding RSVP App](#) May 2016

A responsive [React/Redux wedding RSVP program](#) using Google's Sheets API to turn a Google Drive spreadsheet into a free database. This project also needed to support i10n, since my wife's family only speaks Spanish.

[Matchsticks](#) Oct 2015

A [React-powered](#), two player, online nim game, using WebSockets to push updates to players. Built in two days.

awards

2nd Place at MLH CodeRED Hack-a-thon (Houston, TX) Apr 2015

Won 2nd place for our [virtual air-drumming application](#), making use of several hardware accessories.

personal goals

→ Submit a feature-length screenplay to a major competition in 2019. → Learn a systems language and a functional language in 2019. → Publish a game with a digital distribution platform by 2020.