

## Experience

**Cofounder & Lead Software Engineer** at **Virtix Technologies** – Boston, MA

January 2016 – Present

Held a wide range of responsibilities including product conception, hiring key team members, managing the engineering team, architecting and developing the core platform, meeting with clients and integrating feedback.

- Architected the platform so it could scale to thousands of endpoint agents collecting millions of metrics using Apache Storm and TimescaleDB.
- Designed and built the frontend in Angular and Redux focusing on performance and usability.
- Designed and coded the endpoint agent in Go allowing for cross platform metric collection. Designed a powerful plugin architecture that allows the agent to update metric collecting from the cloud.
- Designed and built microservices in TypeScript that aided the frontend in collecting, displaying, and controlling the agents through WebSockets and other APIs.
- Created and managed the AWS infrastructure to host the platform and the CI/CD environment.
- Ran daily scrums and weekly retrospectives to roadmap features and deliver quality software to customers.

**Software Engineer** at **CloudMine** – Philadelphia, PA

November 2012 – January 2016

Started as an intern focusing on the iOS SDK and moved into full-time building out many JavaScript microservices to create the most value for our customers at a backend as a service startup.

- Designed, developed, tested, and maintained several Node.js microservices which provided social integrations, push notifications, and custom hooks, in Node.js.
- Created several NPM packages, both public and private, to aid in development of internal microservices.
- Maintained, tested, and updated the iOS SDK as well as helped with the JavaScript SDK.
- Helped design and develop a new customer dashboard and documentation in Angular.js.

**Program Manager Intern** at **Microsoft** – Redmond, WA

June 2012 – August 2012

Brainstormed ambitious ideas to help the Windows Phone WiFi team with their future roadmap and refined it into a project with actionable tasks. Defined the requirements for a speed tracker app for the client, server, and API for the project and worked with a developer intern to build a prototype.

**Apple Intern** at **Apple** – Cupertino, CA

May 2011 – August 2011

Gathered requirements for an internal iOS app to help the enterprise sales team with their tasks and goals. Designed, coded, and tested the solution and received weekly feedback from the team.

## Education

**B.S. of Software Engineering** at **Rochester Institute of Technology**

May 2014

Entrepreneurship Minor, *magna cum laude* (GPA: 3.77/4.0)

## Skills

- **Languages:** JavaScript, TypeScript, Go, Java, SQL, HTML, CSS, Sass, Swift, Objective-C
- **Frameworks:** React, Next.js, Angular, Redux, Express, Hapi, Spring
- **Databases:** Postgres, MySQL, MongoDB
- **Tools:** Git, make, docker, AWS, nginx, shell scripting
- **Operating Systems:** GNU/Linux, macOS

## Projects and Honors

- [Gathering.gg](#) – An open source tracker and website that collections information about MTG: Arena.
- [PlateZero.com](#) - A recipe organizer that allows for easy collecting, managing, and editing of recipes.
- Eagle Scout