


























Objective

I'm a UI/UX Engineer with a love for UX design. I like to stay current on modern technologies and to design and create cool things. I'm looking to join a team of fun, like-minded people with a great work-life balance, and work on projects that are fulfilling and engaging, while giving me plenty of opportunities to learn and grow my skill set.

Skills

The Basics	 HTML5  CSS3  Sass  Less CSS-in-JS  JS (ES2018)  Python
Design	Responsive Design UX Design Workflows Wireframes Mockups Rapid Prototyping
Frameworks	 React  Angular  Express  Django  Flask
Notable Libraries	 lodash  Redux  Material UI  jQuery  Bootstrap  Compass etc... too many to list
Build Tools	 Webpack  Gulp  Grunt Refuse to refresh. Browsersync, HMR, live reload...
Containers	 Docker Vagrant VirtualBox Immutability and reusability are key
Data	GraphQL  SQL  NoSQL Elasticsearch
Other	 Git  Jenkins CircleCI  Bash (& terminal)  DigitalOcean  Agile

Experience

[2018 – present]	<p>Hired Growth Engineer</p> <ul style="list-style-type: none"> Acquisition/Growth engineer focused on frontend development and design. Growth engineers engage in projects ranging from redesigns to prototypes and run experiments such as A/B tests with the aim of increasing conversion for various metrics on Hired.com and tracking user engagement. Most notably, helped with the creation of a new React mobile onboarding flow that updated the existing Rails desktop-focused version, a redesign effort of the homepage, site navigation and other logged-out areas of Hired.com, and the ongoing development of a new design system. Contributed a lot of greatly needed documentation to help with redesign efforts, knowledge sharing between teams and the onboarding of future growth engineers. Help with the interview cycle for new engineers and training of junior engineers and consultants.
[2017 – 2018]	<p>NGINX Frontend Engineer</p> <ul style="list-style-type: none"> Frontend engineer helping to design and develop NGINX Controller, a React application for NGINX Plus users. Our goal was to develop a simple-to-use GUI configuration management and monitoring tool that would bring NGINX to a wider audience, while still retaining powerful advanced features. Helped with UX design challenges and to develop the UI, style, and library of reusable web components. Worked with our UI designer to create a style guide for documentation. Was a member of a large highly international team of engineers across multiple timezones, working towards frequently changing sets of requirements using agile methodologies. Keynote speaker at NGINX Conf 2017 announcing NGINX Controller.

[2016]	OpenTable Software Engineer
	<ul style="list-style-type: none"> · Was part of a dedicated team responsible for an internal library of Angular web components used by several different applications and teams across OpenTable. · Was also part of an effort to convert to a library of cross-framework components to enable use of the library by all of our teams.
[2013 – 2016]	Vertical Knowledge Web Application Developer
	<ul style="list-style-type: none"> · Began as one of the first two staff engineers of a brand new web applications department, with the goal of displaying the “big data” Vertical Knowledge collected and analyzed. · Worked in a fast-paced rapid prototyping environment with limited managerial direction. Regularly researched and improved our technology stack for each new project we started. · Designed and iteratively developed bespoke web applications for clients with various data needs using JavaScript (Babel), HTML5 and CSS3, and frameworks such as React, Angular, and Flask. · Our first project was to update an old codebase (20,000 lines of Python, JS, HTML, and CSS) to a modern stack and reorganize its library of web components to be modular and reusable. I implemented Sass, and eventually a theming system (totally configurable via a documented central variables files, both globally and granular down to the component level). · Habitually developed our own solutions to problems when existing ones were buggy (if we couldn’t fix them), lacking (if we couldn’t extend them), or nonexistent. The largest of which was probably a highly performant, tested and smoothly animated jQuery drag-and-drop grid, used for designing custom data visualizations, dashboards, and reports. · Responsible for designing, implementing and maintaining the CSS/Sass structure of every project. · Created a CSS/Sass styleguide with UI/UX guidelines for the web apps department, as well as documentation, interactive code examples and demos for each of our custom web components. · Led the development of a UI/UX design-by-committee workflow for new projects and feature sets. · Part of a small team with a constantly evolving Agile methodology that we iterated on during retrospectives every few weeks. The workflow of our department was eventually used as a model for other departments within the company.

Education

[2008 – 2012]	Cornell University Bachelor of Arts (BA), Information Science
	Notable project courses: INFO 3300 Data-Driven Web Apps, INFO 3450 Human-Computer Interaction Design / INFO 4400 Advanced Human-Computer Interaction Design, CS5150 Software Engineering.
[2011]	Cornell University Department of Information Science Teaching Assistant, Research Assistant
	Acted as teaching assistant for INFO 3450 Human-Computer Interaction Design and paid research assistant for Professor Dan Cosely, who taught the course.
[2009]	Parker Hannifin Gas Turbine Fuel Systems Division IT / Web Programming Intern
	Internship position developing a department news website/forum and scripting common tasks.