



My passion goes beyond writing useful, efficient software to improving the culture that surrounds it. I believe strong teams are built on clear communication and shared purpose, and I make a point to bridge gaps wherever they exist. I'm deeply invested in growing my own skills and helping others do the same.

EXPERIENCES

Senior Software Engineer

1848 Ventures - Since August 2024

1848^v

- Designed and integrated LLM-driven workflows into internal tooling and production services, embedding AI into both developer workflows and application capabilities. Leveraged prompt-driven development patterns and AI-augmented engineering practices to significantly accelerate feature development, automate repetitive tasks, and improve overall team productivity.
- Lead engineer and systems builder for venture-scale products, designing and shipping cloud-native platforms (AWS, Terraform, Serverless, React) that can move from zero → production fast without collapsing under real users.
- Architect of internal tooling and templates (Cookiecutters, shared infra, automation) that standardize how teams build, deploy, and operate software - reducing friction, mistakes, and "tribal knowledge" bottlenecks.
- Bridge between product vision and execution, working closely with founders, operators, and non-technical stakeholders to turn ambiguous business problems into concrete, scalable technical solutions.
- Operational multiplier who unblocks teams, debugs the ugly edge cases (auth, data migrations, integrations, infra weirdness), and quietly keeps critical systems running so portfolio companies can actually grow.

Lead Software Engineer

Lineup.ai - February 2023 to August 2024

Lineup.ai

- An 1848 Ventures company
- Led a team through new feature development and maintenance work on a production application serving sales and labor forecasts and predictions to restaurants.
- Involved in overall team process building and execution.
- Redesigned and implemented a new CI/CD pipeline.
- Built out a 3rd party API integration pattern to interface with various Point of Sale and other restaurant related APIs for our customers.
- Led refactoring initiatives to implement more extensible patterns in the application.

Senior Software Engineer

Vendr, Inc. - June 2021 to February 2023

vendr

- Designed and implemented features, for internal and customer use, vital to the business.
- Built and maintained 3rd party API integrations.
- Involved in the migration of technology stacks after an acquisition.

SKILLS

Web Development

- Python
- AWS (EC2, ECS, Cognito, S3, etc)
- Typescript
- JavaScript
- JS/TS Frameworks (React, etc)
- PostgreSQL
- MySQL
- GraphQL
- Git / GitHub
- Ruby / Ruby on Rails
- OAuth / OIDC
- Testing frameworks (Pytest, Rspec, etc)
- Background processing (SQS, Sidekiq, RabbitMQ, etc.)
- CI/CD tools (GH Actions, Jenkins, Travis, etc)
- Pub sub systems (Kafka, etc)

Methodologies

- Prompt Driven Development (LLMs)
- Pair Programming
- Test Driven Development
- Agile
- Continuous Integration
- Continuous Delivery

Senior/Lead Software Engineer



Keet Health - May 2019 to June 2021

- Played a key role in the development and launch of Keet Health v3 which included architecting API endpoints for front-end clients to consume, focusing on data integrity and implementing OAuth2 infrastructure.
- Designed and implemented third party integrations to import PHI/PII data between customer's EMRs and Keet Health.
- Designed and implemented an embedded version of the Keet app using a custom authentication strategy.
- Mentored junior and mid-level engineers and promoted pair programming, amongst other practices, throughout the team.

Senior Software Engineer



WeaveUp, Inc. - July 2017 to May 2019

- Responsibilities include but were not limited to mentoring junior and mid-level engineers, architecting and implementing custom APIs for clients, maintaining existing and building new features for our expanding design customization infrastructure.
- Involved in ongoing expansion of our continuous integration and deployment infrastructure utilizing Jenkins and Kubernetes in Google Cloud Platform.
- Recently played a critical role in developing and launching the backend for a design and fabric customization feature called MyFabric with Jo-Ann Fabric and Craft stores.

Lead Software Engineer



BidRancher - November 2015 to March 2017

- Brought BidRancher from a concept to a fully functional MVP as a Ruby on Rails application.
- Worked hands on with potential clients to design a tool that would improve the way they do business and, in the long run, save them money.

Senior Software Engineer



Active Network - June 2014 to November 2015

- In addition to my previous duties, I was responsible for spreading knowledge amongst the team and I played a large role in building and preserving our culture.
- Gained a larger role in the architecture and future of ACTIVE.com as well as other applications in the organization, simplifying the registration flow and making it easier for customers to pay for events.
- I played a key role in launching ActiveKids, a portal on Active.com that sees over 110K unique visitors a month, which allows parents to register their children for endurance and other types of events.

Software Engineer III



Active Network - May 2013 to June 2014

- As a core contributor to ACTIVE.com, a Ruby on Rails application that sees 8.5M unique visitors a month, I was responsible for architecting and implementing new functionality and maintaining existing code.
- I was responsible for researching new technologies and writing/maintaining gems in an effort to make it easier for users to sign up and pay for endurance and other events.

Software Engineer II



Active Network - November 2012 to May 2013

Maintained the Blue Bear software suite for the Active Educate division. Blue Bear is an e-commerce platform for schools that ran primarily off a PHP web application and ProvideX desktop application. I was responsible for maintaining the existing PHP code base, fixing bugs and developing new features.

IT Director

Escondido Charter School District - June 2011 to November 2012

Supervised five employees responsible for operating the IT helpdesk and provided assistance for 200 staff and supported technology needs for 2000+ students across the district. Involved extensively in the technical direction of the district and day-to-day operations throughout the district.

On-Call Network Administrator

Xnergy - June 2011 to June 2013

Remained on-call for all of Xnergy's network needs. Remotely managed servers and personal computers and performed regular maintenance to the network.

Network Administrator

Xnergy - December 2009 to June 2011

Redesigned and managed a medium sized Windows network for, general contractor, Xnergy, Inc. to manage employees in the field and the office. Responsible for all technology involved for 30+ employees.

Web Developer

Self-employed - September 2009 to June 2010

Programmed for several clients including a Los Angeles based internet advertising agency, responsible for developing Flash/PHP/MySQL based advertisements. I designed a hit tracking system to monitor individual advertisement success rates and maintained the web servers.

Network Administrator

Escondido Charter School District - April 2008 to July 2009

Responsible for maintaining the existing Windows network and all technology across three schools in the district. Wrote the student attendance and tracking system in PHP/MySQL while still a student and moved into this position upon graduation.

IT Consultant

Self-employed - January 2006 to April 2008

Built and maintained home and small business networks as well as handling service calls for software and hardware problems. My services also included web hosting and web design with sufficient skills in HTML, PHP, MySQL and Javascript as well as some photoshop services.

INTERESTS

Hobbies

- FPV Drones
- Technology tinkering (homelab, etc)
- Music
- Traveling
- Hiking
- Capoeira

- Yoga
- Astronomy