

EDUCATION

The Ohio State University, Columbus, OH - B.S. in Computer Science and Engineering (Specialization in Graphics)
(August 2019)

SKILLS & ABILITIES

Programming Languages/Libraries: Java, TypeScript, JavaScript, C#, Ruby, Python
Frameworks: Spring Boot, Angular, React, Remix, NodeJS
Methodologies: Agile, Scrum, Kanban
Other Technologies: Kubernetes, Docker, Concourse, Jenkins, Visual Studio Code, Unity3D, IntelliJ, Eclipse, Visual Studio, AWS, ADFS SSO

ENGINEERING EXPERIENCE

Software Engineer, JPMorgan Chase, Columbus, Ohio (November 2020 - February 2024)

- Led modernization efforts for SSO on multiple applications.
- Updated multiple apps to modern frameworks like Spring Boot.
- Reduced costs by helping identify and decommission unnecessary server instances.
- Pitched, planned, and executed migration from monolithic service to modular microservices and APIs.
- Led planning and development for an application of critical importance for an executive. Touted as “one of the smoothest releases in our department”.

Senior Application Developer (Full Stack), Nationwide Insurance, Columbus, Ohio (August 2019 - October 2020)

- Created various tools to automate existing manual processes.
- Developed an internal-facing web-portal to access the automation tooling.
- Utilized Kubernetes to orchestrate cluster deployment of new and existing applications.
- Automated above processes utilizing Concourse or Jenkins.

Application Developer Intern, Nationwide Insurance, Columbus, Ohio (June 2018 - August 2019)

- Set up Jenkins 2 continuous integration pipeline.
- Implemented SonarQube integration for existing applications.

QA Automation Intern, OCLC, Dublin, Ohio (June 2017 – April 2018)

- Wrote test automation using Selenium, Watir, and a Page Object structure in JRuby.
- Converted existing tests from existing TestNG infrastructure to Ruby Cucumber.

PERSONAL PROJECTS

<https://dogquiz.dog>

- Customizable quiz show built for content creators.
- Built as a Remix SSR microservice hosted on AWS Fargate, served through Cloudfront.
- Utilizes WebSocket to maintain server-authoritative game state.
- Features integration with Twitch and Discord as OAuth2 providers.
- Maintains persistent user state using DynamoDB.

Grabby Hand (<https://dotbeeps.dog/demos/grabbyhand>)

- Twitch extension that allows viewers to trigger stream overlays by playing a claw machine.
- Built using React+Vite and Matter.JS and a custom renderer.

Velvet Control (Persona 5 Audience Interactivity Mod and Twitch Extension)

- Decompiled and reverse engineered game systems allowing livestream viewers to affect gameplay.
- Front end extension uses React+Vite tech stack, served through Twitch CDN.
- Internal API built using Kotlin Spring Boot, hosted on AWS Elastic Beanstalk
- Manages extension state and communication using DynamoDB and Twitch’s PubSub service.