

SUMMARY

Developer and Engineering Manager with hands-on experience in cost-effective, multi-tiered programs and code across many disciplines. Proven success developing strong teams using interpersonal communication skills. Skilled in all facets of product development life-cycle from requirements gathering, analysis and conceptual design through architecture and implementation.

PROFESSIONAL EXPERIENCE

CAKE, Newport Beach, CA

2016-2018, 2019-2025

Director of Architecture

- Engineered new dashboards leveraging Gatsby
- Created new backend service to power new UI features using go and python
- Engineered gRPC backed communication pipeline in go to lower latency
- Designed and documented a five year focus for development
- Mentored engineers on more modern designs and frameworks
- Led the charge for creating new QA and CI/CD pipelines
- Led and helped implement AI in coding and product pipelines
- Managed teams in the US, UK, Pakistan, and France
- Modernized development and deployment processes
- Mentored team members to being better versions of themselves
- Brought multiple, disparate teams together improving development velocity
- Directed development of new "cloud first" deployment methods using python
- Engineered break out from large monolithic architecture to a series of microservices
- Developed new geo location service in go for sub millisecond matching
- Worked close with AWS on the development of Timestream

AutoGravity, Irvine, CA

2019

Senior Director of Engineering

- Managed web, backend, mobile, and DevOps teams
- Led development efforts on new products to use latest emerging web technologies
- Worked with the heads of UI to create new frameworks for creating new products
- Revamped deployment pipelines reducing downtime and increasing deployment frequency
- Instituted new procedures for product management to increase development efficiency
- Brought focus to people's career and personal growth

OspreyData, San Juan Capistrano, CA

2015-2016

Director of Architecture

- Oversaw deployment of new systems, features, and implementations
- Created new front end API using GraphQL
- Working with all teams to create a more robust, scalable back end for customer facing products
- Oversaw management of continuous integration and deployment platforms
- Acted as Scrum Master for Ingestion, Calculation, and Visualization teams
- Created systems to handle billions of distributed queries and calculation against real time data
- Educated and mentored team members on best practices of coding, operations, and management
- Oversaw hiring and management of teams in multiple locations
- Engineered low level embedded applications for oil, gas, and rock pumps

VideoAmp, Santa Monica, CA

2014-2015

Senior Engineer

- Took on Project Management roles and the creation of documentation for projects and planning
- Engineered back end micro services to power internal and customer facing products
- Oversaw and implemented live, stateless server creation of all products
- Engineered stateless, performance driven services
- Helped start the company

Channel Factory, Irvine, CA

2012-2014

Director of Engineering

- Led engineering team as an engineer, manager, mentor, and friend
- Provided weekly, monthly, quarterly, and yearly reviews- both personal and code based
- Mentored team to continue creating innovate and fun software
- Created infrastructure to handle billions of requests a minute for video and advertisement seeding
- Utilizing Python, redis and memcache decreased time to live of all site queries
- Worked with "Big Data" technologies to provide real time and historic analytics of all systems
- Optimized real time bidding calculations of more than a billion requests a day
- Championed creating a culture that people enjoyed coming to work in

Blizzard Entertainment, Irvine, CA

2005-2012

Senior Program Manager

- Helped establish the support PMO
- Designed and coded data warehousing tools
- Created project tracking solution with custom visualizations
- Assisted the Mac Team with time sensitive engineering
- Created multiple build pipelines for the Web Team as an engineer
- Worked on special projects across all IPs

Freelance Bass Trombonist

2002-Present

EDUCATION / TRAINING

Physics and Mathematics, Azusa Pacific University, Azusa, CA

DISC Leadership and Project Management, University California, Irvine Extension Courses

Certified Scrum Master, Scrum Alliance

SKILLS

Agile/Scrum • Project Management • Product Management • Software Development Life Cycle (SDLC)

Engineering • Function Programing • Procedural Programing • Object-Oriented Design • Python • Go • JavaScript • C++ • Objective-C • Swift • React • Gatsby • htmx • redis • postgres • redshift • aws • azure • SQL