

## Work Experience

### **Founding Engineer @ Marble (YC S19)**

*Jul 2019 - Jan 2021*

- Built and rapidly iterated a React Native and Typescript kiosk app from the ground up to offer restaurant customers an easy to use cashier-free ordering experience.
- Rearchitected the backend, database, and internal API for scalable integration with new third party partners.
- Refactored the Vue dashboard for restaurants' leadership/management teams, allowing them to more easily customize the kiosk experience, sync and build out highly complex menus, and gain insight into customer analytics.
- Integrated third party APIs (point of sale, loyalty, gift card, processing, etc.) to enable seamless setup for restaurants, significantly reducing onboarding time.
- Set up and implemented end to end and unit testing for the various codebases using Detox, Jest, and Mocha.
- Introduced logging, error tracking, and analytics infrastructure with Datadog, Sentry, and Amplitude for remote insight into kiosks deployed in various restaurant locations.
- Joined as employee #1 and helped scale the team from three to seven people through recruiting and onboarding.
- Played a key role in defining and implementing the engineering process and a "blameless" engineering culture.

### **Frontend Engineer @ Brainly**

*Jan 2018 - Jul 2019*

- Significantly increased global ad revenue by rearchitecting the ads infrastructure and implementing header bidding for display and video ads.
- Decreased total execution time of PR status checks by 85% through test impact analysis.
- Introduced a 70% increase in average functional test stability by identifying and fixing flaky tests, implementing better debugging tools for testing, and establishing best practices for writing stable tests.
- Reduced frontend bundle sizes, load speeds, and legacy code by refactoring significant portions of the Webpack, Gulp, and Babel build infrastructure.
- Incrementally refactored a significant portion of the legacy logged-in experience from Twig.js to React using Portals and feature flags, working closely with the BI team to ensure a seamless transition.
- Worked and communicated closely with international teams across multiple time zones and disciplines.

### **Head of Engineering @ Bask (Acquired by Brainly)**

*Apr 2017 - Jan 2018*

- Worked closely on a team of two to build an MVP-stage product that was eventually acquired by Brainly.
- Implemented an automated captioning pipeline using Watson Speech to Text API and built other accessibility features for compliance with schools' accessibility requirements.
- Integrated a WebRTC library to record video clips from teachers' webcams.
- Developed LTI integrations with various Learning Management Systems for use within classrooms.

## Relevant Skills

**Languages** Typescript, Javascript, HTML, CSS, Python, SQL

**Technologies** React, React Native, Vue, Node, MongoDB, GraphQL, Webpack, Babel, ESLint, Jest, Detox, Sass, Git

## Education

**New York University** Computer Science, Tandon School of Engineering

*Aug 2016 - Jul 2018*

## Hobbies & Interests

Discovering new music on Spotify, brewing coffee, trying new restaurants and coffeeshops, golf, video games

---