



## Education

- **COOPER UNION**, *Albert Nerken School of Engineering* (NEW YORK, NY) ..... 2007 – 2011  
*B.E. in Electrical Engineering*, with a concentration in *Computer Engineering*

## Professional Experience

- **OUTPUT**, *Engineering Manager – Backend* (REMOTE) ..... 2023 – present  
 Helped grow the backend team at an innovative music technology startup, while contributing to product/feature development.
  - Designed, planned, and built out new infrastructure supporting existing/in-development products & internal tools.
  - Maintained, reverse-engineered, & documented several legacy projects. Spearheaded BE test automation via Playwright.
  - Interviewed, onboarded, & managed several new hires. Proposed and executed internal technical/process improvements.
- **JUSTWORKS**, *Senior Software Engineer* (NEW YORK, NY) ..... 2021 – 2023  
 Full-stack engineer making key contributions to the shipping of features/products to enhance a thriving PEO business.
  - Architected (API/DB design) major features incl. an Expense Management product & a redesigned paystub PDF.
  - Contributed to code related to: one-off payments, accounting/reporting, third-party integrations, time & attendance.
  - Collaborated with internal teams including Mobile & Justworks Hours. Managed & mentored an engineering intern.
- **NORTHWESTERN MUTUAL**, *Lead Software Engineer* (NEW YORK, NY) ..... 2015 – 2021  
 Backend engineer at *LearnVest* (acquired by NM in 2015), chief maintainer of several microservices and shared codebases.
  - Designed/documentated several data persistence/orchestration APIs, integrated throughout financial planning platform.
  - Interviewed, onboarded, mentored, and managed a direct report. Gathered requirements and performed code reviews.
  - Authored a shared internal library of re-usable backend components. Established a backend analytics pipeline.
- **HIGH 5 GAMES**, *Technical Manager* (NEW YORK, NY) ..... 2012 – 2015  
 Grew an IC role into principal maintainer of server-side game logic across a catalog of casino games, on multiple platforms.
  - Chief architect and manager of a group of engineers responsible for server-side implementation of core game logic.
  - Supported several heavily trafficked social/mobile/real-money-gaming casino apps (over 500K DAU & 1.5M MAU).
  - Led the refactoring of game logic into stateless functional modules, easing re-use across backends & internal prototypes.
- **CONSUMER REPORTS**, *Lab Technician* (YONKERS, NY) ..... 2010 – 2012  
 Internship transitioned into full-time lab work for electronics testing division at a well-known nonprofit organization.
  - Tested a wide variety of consumer electronics products, evaluating them on both an objective and subjective basis.
  - Contributed to the design and re-design of several test protocols, including those for brand new product categories.

## Skills & Qualifications

