

Experience

Full Stack Software Engineer - [TeePublic](#) 2022 - 2023

- Led engineering, partnering with product, design, and logistics teams, of a shipping feature that directly increased gross profit by 1%, GPAPA by 2.5 points, and net quarterly revenue by \$1.04M.
- Enhanced user experience by replacing a costly dependency with an optimized custom solution that reduced rendering time, improving Largest Contentful Paint (LCP) by 30% across the entire application.
- Drove ownership of frontend design-patterns and architecture through componentization, increasing CircleCI test suite coverage of front end components by 8.5%, and modernizing legacy code.
- Diagnosed and corrected backend SQL indexing algorithms, eliminating timeouts and reducing query time by 91%.
- Cut CSS bundle size by 50% by leveraging best practices for Webpack and Sprockets asset management systems.
- Delivered meticulously-sourced technical design documents for lean, parallelizable, and actionable work, successfully hitting 100% of project milestones over a 6 month period -- a 20%+ improvement over the prior period.

Junior Software Engineer - [TeePublic](#) 2021 - 2022

- Profiled, benchmarked, analyzed, and removed underperforming legacy dependencies, improving LCP by 1s (5%).
- Pioneered an approach to multivariate feature testing that accelerated turnaround time for experiments by 67%.
- Anticipated tech debt bottleneck and created thorough audit that shaved 1 week from the roadmap for its removal.

Professional Actor - [SAG-AFTRA](#), [AEA](#) 1995 - 2019

- Collaborated with A-List talent and celebrated directors in over 50 productions in live theatre and recorded media.
 - Performed exceptionally high-pressure standby roles, replacing lead actors with little notice and minimal rehearsal.
 - Researched and crafted diverse, complex, nuanced characters through creativity, empathy, and technical expertise.
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Education

[App Academy](#) 2020

- Intensive 1000+ hour software engineering program focused on fullstack software design. Acceptance rate: < 3%.

- Solo projects include:

MYTimes Wordcross - [Live Site](#) | [Github](#)

- Technologies: Ruby on Rails, Postgres, React, Redux, jbuilder, BCrypt HTML5, CSS, Sass.
- Single-page web app with pixel-perfect UI/UX fidelity to the New York Times Crossword Online.
- Full-featured crossword games with React presentational components managing state in Redux.
- Secure user account login authentication using React Router and BCrypt password hashing.
- Puzzles, progress, and solving streaks stored in PostgreSQL relational database via REST API.

Waylon - [Live Site](#) | [Github](#)

- Technologies: JavaScript (ES6+), Node.js, Web Audio APIs, HTML5, SCSS, Illustrator, Webpack.
- Scrolling game converting sound into motion via Web Audio API for a unique voice-controlled UI.
- Original graphics and logos designed and rendered using Adobe Illustrator and Photoshop.
- Canvas game components animated implementing custom JavaScript collision box algorithms.

[The Juilliard School](#) 1991 - 1995

- Bachelor of Fine Arts - Drama Division.
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Skills

JavaScript, Ruby, Ruby on Rails, Rails ViewComponent, PostgreSQL, Stimulus.js, React.js, Redux.js, Git, Sidekiq, Node.js, RSpec, Express.js, Redis, MongoDB, SQLite, HTML5, Haml, CSS, Sass, Heroku, AWS, REST APIs, Agile, TDD, OOP, Jira, Confluence, Webpack, AdobeCC, Photoshop, Illustrator, Figma, jQuery