

Experience

Full Stack Software Engineer

Nov 2021 - Dec 2025

Center for Applied Management Practices

- Led end-to-end development of major full-stack features, including database design, ASP.NET/C# API engineering, and building clean, maintainable React/TypeScript components, while collaborating with product, design, and QA.
- Built features that became core selling points, used by 10k+ users and showcased by the sales team in live customer demos, directly contributing to new customer acquisitions.
- Improved a high-traffic .NET endpoint from ~10 seconds to ~250ms through query optimization, projection refactors, and applying indexing strategies.
- Worked extensively with Microsoft SQL Server, optimizing queries, writing complex update statements, sanitizing data, and updating critical stored procedures.
- Supported Azure DevOps CI/CD and Docker workflows, monitoring deployments and ensuring the pipeline delivered code consistently and correctly.
- Refactored legacy frontend components, converted major sections to TypeScript, and introduced code-splitting, lazy loading, and reusable UI patterns, resulting in an 8% reduction in bundle size and noticeably smoother load performance.
- Introduced and championed new libraries, such as React Hook Form, creating internal demos that led to system wide adoption and more maintainable, typesafe forms.
- Took ownership of cross-team initiatives, inheriting behind-schedule features and seeing them through the finish line, while mentoring teammates and providing technical leadership through code reviews.
- Implemented client-side data caching with tools like Redux and TanStack Query for faster, more efficient data retrieval.
- Used Zodios and Zod to define frontend API clients with end-to-end typesafety and schema validation.

Full Stack Software Engineer

June 2021 - November 2021

Materiality / Datapoint Labs

- Built and enhanced production features using React, TypeScript, ASP.NET/C#/F#, working closely with materials engineers to translate scientific workflows into intuitive software tools.
- Worked extensively with large material-testing datasets, implementing performant interfaces and visualizations using jQuery and jqPlot to help labs analyze mechanical, thermal, and structural properties.
- Contributed to backend development by adding new API endpoints, performing database migrations, and improving data access patterns for reliability and clarity.
- Collaborated across engineering and scientific teams to refine requirements, validate results, and ensure accurate representation of domain-specific data.

Published Applications

Tater Tap [Apple](#) | [Android](#)

Dec 2023 - April 2025

- Designed and shipped Tater Tap, a 2D mobile game built in Unity and released on iOS and Android.
- Developed core gameplay systems with Unity and C#, integrating Unity Services for in-app purchases, advertisements, analytics, cloud save, and third party authentication (Google, Apple, Meta).
- Reduced average load times by 25% and improved FPS performance by 40% through rendering and asset optimization.
- Created game assets and UI elements in Adobe Illustrator, ensuring a cohesive and consistent user experience.
- Owned the full delivery pipeline, including App Store publishing, platform compliance, and release management.

unCaged [Apple](#) | [Android](#)

Oct 2020 - Jan 2022

- Developed and launched unCaged, a mobile app enabling users to browse and rate Nicolas Cage's prolific filmography.
- Engineered a type-safe React Native frontend using TypeScript, implementing reusable component patterns, clean forms with Formik, robust validation with Yup, and TanStack Query based client caching for performant data retrieval.
- Built a scalable backend API with Node.js, Express, and MongoDB, including schema design, structured routing, optimized queries, and robust validation layers while being hosted on Heroku.
- Reduced bundle size by 600kb and improved API response times by 20% through query optimization and refactoring.
- Implemented 100+ automated Jest tests, resulting in 99% API coverage and a more reliable, maintainable codebase.
- Deployed the application via Expo, ensuring stable, cross-platform delivery across iOS and Android.

Education

Plattsburgh University, NY — B.S. in Computer Science | Minor in Graphic Design

Sept 2017 - May 2021