

Objective Make cool stuff with software.

Languages & Technologies **Current Stack** – Android Java and NDK.
Experience – Ruby on Rails and Devise identity gems, Javascript, HTML5/CSS3, Mongo/Mongoid, JQuery and CreateJS, PHP, Java, Android Libraries, Renderscript, and Android NDK, C# and ASP.Net, SQL (MySQL and MSSQL), NoSQL (Mongo and Amazon DynamoDB), Pebble Smartwatch SDK. Experienced with Git and SVN for source control, and Pivotal and JIRA task management.

Experience **Google** *June 2015-Current*
Senior Software Engineer Los Angeles, CA
Responsibilities – Built applications, APIs, and libraries for Android using industry-leading computer vision technology.
Accomplishments – Engineered and released Google-wide machine learning prototypes to the internal Play store. Built original prototypes and Android applications to user-test experimental technologies and pre-release APIs for the Research and Machine Intelligence team. Tested and built documentation and sample applications for the publicly released Mobile Vision Android API. As tech lead, lead engineering for unannounced future Pixel features.

EveryBookEver.com *January 2014- April 2015*
Founding Developer Los Angeles, CA
Responsibilities – Start and run an independent game development studio with a friend in Seattle.
Accomplishments – Designed and built prototypes of several potential projects, including published games for the Pebble Smartwatch. Designed and developed an online version of the Paperback Game for asynchronous multiplayer, using Ruby on Rails, Mongo, Amazon APIs, and a responsive, mobile-friendly design. Hired contract artists and iterated, approved, and implemented their designs. Implemented and revised features, iterated on gameplay and initial user experience and courted a four-digit user base and attention from games press.

Visual Supply Co. *August 2012 - January 2014*
Senior Developer Emeryville, CA (Remote)
Responsibilities – Lead development on backend and mobile projects, guide system design, and assist with hiring.
Accomplishments – Co-designed and co-implemented the database architecture, authorization schema, and REST API for the VSCO Grid social network using PHP, SQL, and Mongo. Developed the first release of VSCO's award-winning VSCO Cam app for Android using Java, Renderscript and the Android NDK, along with one other engineer.

FitPosse (Defunct) *July 2011 – August 2012*
Web Developer Boston, MA (Remote)
Responsibilities – Architect and program core platform features and implement complete game designs for an HTML 5 site focused on fitness-oriented gaming.
Accomplishments – Designed and implemented features such as Marketplace purchases, chat systems, and an Arcade portal page on an AWS instance using Dynamo DB and LAMP technologies. Technical design and programming on a canvas-compatible hidden object game built using the CreateJS libraries and JQuery UI.

Zaavy.com *July 2011 – October 2011*
Freelance .Net Developer San Jose, CA
Responsibilities – Design, implement, and integrate a new apparel designer web app.
Accomplishments – Designed, spec-ed, scheduled, coded, and delivered a solution built on top of their existing site's features. Used assets developed by prior engineering teams to create a Flash/ASP.Net app meeting the requirements on the three month timeline while fixing bugs in existing functionality. C#, ASP.Net, MSSQL, and Flash Builder 4.5 (Flex).

Microsoft Game Studios

2005 – October 2010

Lead Software Development Engineer in Test

Redmond, WA

Responsibilities– Develop test plans and software in C# and C++ to test, automate, analyze, and ensure quality on Xbox 360 titles.

From 2007 on, as a Lead SDET and Test Lead, manage engineering and contract test teams to design, develop, and execute testing on some of Xbox 360's biggest games.

Accomplishments– Advanced test engineering across a range of Xbox 360 titles while building strong relationships between test, production, international developers, and the platform team.

Project Highlights–

Untitled Canceled Projects (Xbox Kinect): Hired contract test teams, set up bug databases and secure distributed source controls, performed milestone verification and managed misses, and established the milestone process for a new Kinect Publishing studio.

Kinectimals (Xbox Kinect): Second test lead on launch title for the Kinect platform. Assisted the platform team with testing.

Fable II (Xbox 360): Second lead on the Fable II test team, managed certification as well as integration with multiple first-use backend features. Developed a database-driven change analysis system in ASP and C# to analyze the Perforce source control and direct testing based on ramifications to the scripts, dependencies, and scene graphs. Lead testing on the two Fable II DLCs.

Crackdown (Xbox 360): Developed a map-based game-aware bug template tool in C#/C++ called SWARM that reduced test pass time by more than a third. Pushed SWARM out to other projects; it's now standard in nearly all MGS projects.

Project Gotham Racing 3 (Xbox 360): Added tooling to the game's UI and artificial intelligence to allow configurable wall grinding, allowing automation to aggressively test the game environments, physics, and Route Creator features.

Awards and Honors

TechCrunch Crunchies 2014, Best Mobile Application (Runner Up), VSCO Cam App, 2014

Microsoft Engineering Excellence Award (Finalist), SWARM Bug Templating Tool, 2008

Presenter at Gamefest 2007: 500 Blocks of Pure Destruction: Adventures in Testing Crackdown (Highest ranked presentation at the conference), 2007

Education

University of Southern California

Bachelor of Science, *Magna Cum Laude* — Computer Science, 2005

Trustee Scholar, Merit Research Scholar, and W.V.T. Rusch Engineering Honor's Student.