

University of Cincinnati

2010–2015

COLLEGE OF DESIGN, ART, ARCHITECTURE & PLANNING

Bachelor of Science in Interaction Design - 3.71 GPA

COLLEGE OF ENGINEERING & APPLIED SCIENCE

Minor in Computer Science - 3.96 GPA

Apple, Inc.

WEB APP ENGINEER

CUPERTINO, CALIFORNIA
SUMMER 2015–PRESENT

- Supporting Apple’s Worldwide Developer Relations team as frontend engineer and architect.
- Contributing on projects impacting marketing, enrollment, account management, support, developer events, development resources, and internal tools.
- Designing and managing an evolving collection of shared code libraries that serve as the foundation for many frontend apps on Developer; reducing overall code liability and maximizing re-use of production-tested source code.
- Collaborating with project managers and stakeholders to translate our customers’ needs into deliverable software features.
- Working with backend engineers to bring up new APIs and work creatively around technical limitations.
- Collaborating with EPMs and QA engineers to set timelines for development, integration, and testing. Coordinating monthly engineering releases with other engineering teams.
- Porting frontend apps to leverage new language specs, software patterns, and build tools.

The Brandery

TECHNOLOGY INTERN

CINCINNATI, OHIO
FALL 2014

- Assisted The Brandery’s Class of 2014 in meeting technical goals during its 14-week program.
- Offered feedback on software products, community growth hacks, and pitch presentations.
- Collaborated with other Brandterns to plan, promote, and host HackOTR, a community hackathon sponsored in part by The Brandery, Cincinnati Bell, Cintrifuse, and 3CDC.
- Developed StartupSass, a site scaffold and style framework for accelerating web projects. Used StartupSass to scaffold out responsive sites for startups like popAd and Wax Music.
- Developed a basic backend API for Keego, a translation marketplace concept, using Node.js, Express, Mongoose, and MongoDB.

Apple, Inc.

WEB INTERN

CUPERTINO, CALIFORNIA
SPRING 2014

- Created “Hot or Not,” a web app to facilitate judging of WWDC scholarship applications. Judges earned points and unlocked achievements for judging student submissions as scores were recorded with MySQL for aggregation. Included a real-time competitive scoreboard.
- Added a static search-suggestions feature to Developer’s site-wide search. Used Python and liburl2 to scrape content from marketing pages to generate a cached index of page results by keyword. Built a web frontend that allowed Marketing to generate a new JSON cache by uploading a CSV file with desired keywords.
- Developed a web application that allowed users to generate headline images for marketing pages. Users could enter headline text in various languages and generate _1x and _2x images rendering the headlines in Apple’s Myriad Set Pro font. Used PHP and ImageMagick library to render and write image files on-the-fly and return to the client as a ZIP file.
- Wrote “Iconify,” an applet that let Marketing quickly generate icons at various standard resolutions given a source image. Used AppleScript to automate a Photoshop workflow. Version 2 of Iconify is still used by Marketing today.
- Built frontend scaffolding for the 2014 Worldwide Developers Conference site.
- Programmed a new set of online Safari Tech Demos, including a human-vs-computer Checkers game, a persistent sticky-notes app, and a persistent calendar app.
- Used AngularJS to prototype a new web app for exploring and watching WWDC session videos and other Developer videos. Used Python to transform and reformat and tag JSON video data with searchable keywords.

See my LinkedIn profile for additional experience.

Awards & Associations

Cincinnatus Scholar
Dean’s List, 2010–2015

DAAPworks Senior Show,
Directors’ Choice Award for Interaction Design

Association for Computing Machinery, UC Chapter
ACM International Collegiate Programming Contest
RevolutionUC & HackOTR
Community Hackathons

THINGS I CAN DO

- Software development
- Software debugging
- User interface design
- Rapid prototyping
- Software porting
- Technical writing
- Bug tracking & triage
- Process automation

STUFF I LIKE TO USE

- TypeScript
- Node
- Python
- Sketch
- Solidity
- C
- Go
- git

AREAS OF INTEREST

- Blockchain
- Operating systems
- Computer architecture