

# 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
- React
- GraphQL
- Jest & Cypress
- Node
- Solidity
- web3.js
- Rust
- Hugo
- AWS
- Sketch
- git & svn

## AREAS OF INTEREST

- Blockchains
- Operating systems
- Computer architecture
- Economics