New York NY

Sept. 2017–Present

Sept. 2015-Sept 2017

SKILLS

Languages & Technologies Leadership & Mentorship Design & Architecture

C# / Python / Database Optimization (MySQL) / Linux Administration / Bash / XNU Technical Mentorship / Planning & Specification / Balancing Urgency vs. Importance RESTful APIs / OO Architecture / Root Cause Analysis / Cross-system Interfaces

EXPERIENCE

Appfigures

Head of Engineering

- Plans and helps team execute company engineering initiatives, delivering value to customers and other internal teams
- Leads and mentors other engineering team members, helping them grow and succeed •
- Ultimately responsible for uptime, availability, and delivery of the company's core products

Backend Engineering Lead

- Executed a full cross-site data-center migration with no downtime and a tight schedule
- Served as a technical mentor for other team members
- Designed and developed a new reporting and caching layer which drastically reduced response times and error rates

• Created a system for horizontally sharding large internal datasets, reducing costs and increasing performance. Software Engineer Sept. 2009–Present

- Specified and created a RESTful API for exposing all of the core product's data in a structured and available way
- Created a highly-available and scalable system for scraping, storing, and accessing data across all major mobile app stores
- Lead a backend transition from SQL Server to MySQL, eliminating license fees and increasing performance •

JP Morgan Asset Management

CDP Technology Intern

- Provided support for the infrastructure needs of a critical software initiative within the firm
- Developed a system for the synchronization and status monitoring of crucial database and application servers •

Arc90 Inc.

Software Development Intern

Specified, designed, and implemented a major Java revision of a core logic service within a software ecosystem managing the life-cycle of catastrophe insurance policies

Fileitup Media

Freelance Software Developer

Architected, developed, integrated and tested web services bridging the gap between brand-driven casual games • and backend databases, allowing for collection of user metrics as well as allowing for the creation of a persistent, sophisticated, and more enticing experience for game players

EDUCATION

Pace University

Dual Degree Bachelor of Science in Computer Science & Bachelor Of Arts in Economics Minors: Mathematics Seidenberg School of Computer Science / Seidenberg Scholar & Dean's List First Honors Coursework: Formal Software Development, Discrete Math, Game Theory, AI, Data Mining GPA: 3.94 / Summa Cum Laude / Scholastic Achievement Award

Seidenberg School of CSIS, Pace University

Computer Science and Information Systems Tutor

• Tutored a diverse group of students in a broad range of both undergraduate and graduate topics including Java development, web design, Agile software, RDBMS systems, and TDD

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Sep. 2007–Jan. 2008

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Jun. 2008–Aug. 2008

Jun. 2009–Aug. 2009

Jan. 2008–Jun. 2008

New York NY

New York, NY 2007-2011

references available upon request