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Adaptable, results-focused software engineer with experience shipping native mobile, web and backend applications. Seeking personal and professional growth by helping you build product.

## Experience

### ***AppFolio - Staff Software Engineer (Q3 2018 - Present)***

Working in a very large, classic Rails app, I enable my team to execute on product vision and goals in the challenging Affordable Housing space. Daily responsibilities include:

- Helping manage current sprint, weekly goals, prioritization of tasks, working effectively with other teams and maintaining a healthy codebase.
- Mentoring younger engineers through early stages of their careers.
- Shipping value to customers quickly and iteratively like a lean start up.

### ***TrueCar - Software Engineer 4; Technical Lead (Q2 2017 - Q3 2018)***

Acted as technical lead for 4 native mobile applications.

- Managed sprints and backlogs, performed phone screens, prioritized tasks, evangelized technical and product initiatives and worked cross-functionally across entire tech org.
- Built and shipped numerous features for the TrueCar consumer mobile app.
- Moved all of mobile C.I./C.D. from colocated machines running Jenkins to Circle C.I. Switched from pure BASH to fastlane for automation. Saved countless hours of engineering effort and sweat.
- Fixed issues with C.I. including absent Pull Request builds, cluttered signing certificates and expired Provisioning Profiles.
- Devised a system for engineers to take ownership over the implementation of certain product and technical objectives for two reasons: Growth opportunity for the individual and to raise up new leaders.

- Developed and fostered a team culture by documenting expectations for pull requests, code reviews, engineering patterns, best practices, etc.

### ***TrueCar - Software Engineer 4 (Q2 2016 - Q2 2017)***

Took an opportunity to learn React/Rails and work on a web frontend team.

- Led client-side development the popular “Sales Analyzer” tool for TrueCar’s Dealer Portal. Delivered in 3 months, from nothing to production in time for a hard deadline.
- Helped rewrite TrueCar’s used car buying product from Python/Java. Added React Components, debugged issues w/ Rails backend, helped deliver the used car buying product on time.
- Helped maintain Gluestick, TrueCar’s OSS for building universal React web apps by reporting bugs and writing documentation.

### ***TrueCar - Senior iOS Developer; Technical Lead (Q4 2014 - Q2 2016)***

Took a full-time leadership role on the iOS team.

- Provided full time assistance to USAA— a consumer of our SDK.
- Managed iOS build system via Jenkins and a ton of BASH.
- Spent a great deal of time working with React Native, vetting it as a viable solution for our team to share code and work more efficiently across all apps and operating systems.
- Led an effort within the mobile team to build and deploy a small Rails app (still in use today) into production to support both Android and iOS mobile apps.
- Created interactive, gesture driven intro animations with CoreAnimation.
- Added Used Car buying experience to mobile app. Was at the time the most used feature in the consumer iOS app.
- Built a custom UITextField control for authentication screens with various states and other visual transitions.

### ***TrueCar - Senior iOS Developer (Q4 2013 - Q4 2014)***

Responsibilities included implementing various features, fixing bugs and hacking on our build system. Other notable work:

- Designed and built a new client/server API protocol in Thrift for a code-based authentication flow that bridged users seamlessly from web to mobile via text message, email or hyperlink.

- Restructured the iOS app's local storage scheme. Updated corresponding web service APIs for new automated offers feature.

### ***The Omega Group - Senior Developer (Q1 2008 - Q4 2013)***

At Omega (now: TriTech Systems) I actively developed several critical, client-facing applications.

- Built the Omega Dashboard frontend ([https://www.youtube.com/channel/UC\\_Ar9AJ7wcRVx0AypIGi19Q](https://www.youtube.com/channel/UC_Ar9AJ7wcRVx0AypIGi19Q)) and worked on some of the server-side API.
- Built and managed CrimeMapping for iOS, NearMe for iOS (Omega), NearMe for iOS (Redlands PD), Field Interviews for iOS (Redlands PD) as well as all JSON API that powered them.
- Lead meetings with Redlands Police criminologist and other staff to gather requirements, discuss early prototypes and designs and gather other feedback for apps. Wrote all technical documentation and handled issue tracking.
- Overhauled and redesigned the Omega Group's corporate website. Company logo and stationery were subsequently updated.

### ***Education***

Virginia Polytechnic Institute and State University — B.A. Computer Science, 2002

### ***Personal***

Any spare time I have is spent with my wife and 2 kids, doing anything/everything outdoors especially CrossFit, surfing and hiking. I also enjoy taking on and contributing to interesting OSS projects. As a family we're active in our local non-denominational church and care deeply for the marginalized, oppressed and underserved segments of our community.

### ***References***

Available upon request.