

Career Summary

Reliable and versatile full-stack developer, designer, and leader with a focus in delivering impactful, user-centric solutions across web, application, and game development. Leading cross-functional teams and collaborating with stakeholders to bring innovative ideas from conception to launch. Seeking opportunities to expand my technical expertise and contribute to mission-driven projects in a forward-thinking environment.

Professional Experience

Lead Front-end Engineer - [Purefy Inc](#) 📅 April 2018 - current 📍 Dallas, TX

- Build and maintain websites and products, including our comparison engine attributed with over \$1.4 Billion in student loan refinancing and Nerdwallet awards for Customer Experience.
- Lead and collaborate with cross-functional teams on new features, TDDs, UX research, and SEO.
- Designed and developed dashboards and forms that increased closed loans within 14 days of application starts by 22%. Using React, Typescript, Blazor, and Javascript.
- Analyze real-time data from Google Analytics to identify potential UX shortfalls and prioritize solutions. Led to 4X application starts, 8% to over 30%, and reduced the dropoff rate by 20%.

Technical Analyst - [Microsoft](#) 📅 April 2017- 2018 📍 Redmond, WA

- Executed complex test cases leading to the launch of the Xbox One X game console.
- Delivered thorough fix reports and provided abundant proof detailing cause and occurrence, helping Krafton hit their release date for their game PUBG on Xbox consoles.

Game Designer - [Hive Mind Studios](#) 📅 October 2015- 2017 📍 Carmel, IN

- Co-Founded a studio of six graduates to develop a competitive platforming game, using Unity game engine. I contributed leadership, game design, UI design, level design, and game assets.
- Released our game on Steam (video game marketplace) after a 7-month production cycle.

Skills

Programming Languages: HTML, CSS, JavaScript, Typescript, PHP.

Frameworks & Libraries: React, Blazor, jQuery, Wordpress, Sass, Chakra UI, Tailwind, Bootstrap.

Design & Prototyping: Figma, Zeplin, Adobe Creative Suite

Projects

- **Aunt Betty Fund** - Led UI/UX development for charity website that facilitates family, friends, and donors to help students with debt. Built a headless CMS for our content creators.
- **Resume Run** - Designed and developed a free arcade game on iOS, Google Store with over 400,000 play sessions.
- **Cellec Games** - Led a team of 8 to the release of 7 educational game titles.

Education

M.S Game Design **Valedictorian** | [Full Sail University](#) - 2015

B.A Art & Communications **Double Major** | [University of Maryland](#) - 2014

React.gg, Complete React Course | ui.dev - 2024

Full-Stack Flex Bootcamp | [Thinkful](#) - 2018