
Interests

Agile Development ♦ Domain Driven Design ♦ RESTful APIs ♦ Service Oriented Architecture
♦ Microservices ♦ Cloud Computing & Storage ♦ Open Source

Skills

- Python, Golang, C#, C, C++, Bash, Perl, Javascript
- Django, React, ASP.NET, Flask, AngularJS, NodeJS
- Postgres, MySQL, Redis, MongoDB
- RESTful APIs, AWS, GraphQL

Experience

Spire Global

Team Captain of Space Operations Software

NOVEMBER 2018 - PRESENT

Lead development of tools and systems for constellation monitoring

Responsibilities

- Manage engineers and guide career development
- Plan product roadmap
- Lead team in agile software development
- Build features and design new products

TRED

Senior Software Engineer

JULY 2018 - NOVEMBER 2018

Developed new features for the TRED marketplace

Responsibilities

- Lead the team as Scrum Master encouraging agile practices
- Interface closely with product team

PureCars (formally Showroom Logic)

Lead Software Engineer

SEPTEMBER 2017 - JUNE 2018

Managed development team responsible for calltracking and website scraping

Responsibilities

- Managed team members, including performance reviews and mentoring
- Interface with product and leadership teams helping to build product backlog
- Lead the team as Scrum Master encouraging agile practices

Accomplishments

- Led product integration from the Showroom Logic side after the integration

Showroom Logic

Lead Software Engineer

APRIL 2015 - AUGUST 2017

Managed development team responsible for ETL processes and pulling data from third party platforms including Adwords, Bing, and Google Analytics

Responsibilities

- Mentored team members

- Interfaced with product and leadership teams helping to build product backlog
- Led the team as Scrum Master encouraging agile practices

Accomplishments

- Implemented call tracking software for session based call tracking
- Released client facing reporting system
- Added support for new ad networks

Buildium

Senior Software Engineer

JANUARY 2015 - MARCH 2016

Worked with Agile development team on property management software designed to help property managers. Architected backend solutions and participated in design sessions to deliver products that meet customers need

Responsibilities

- Developed property management software for residential property owners and management companies
- Worked with .net (C#) and mysql to implement features in the core Buildium product
- Followed Agile methods using Scrum to deliver solutions on schedule

Accomplishments

- Brought on to team as an 'agent of change' to improve team's Agile practices and make the team more reliable and effective
- Extended legacy billing system to support new types of add-on services
- Helped integrate Buildium residential lease tracking with Assurant Renters Insurance offering
- Helped add tenant background check and credit checking service

Nasuni

Software Engineer

FEBRUARY 2013 - DECEMBER 2014

Started with automation team maintaining automation framework and building messaging queue. Switched to development team working on core product, fixing bugs and building new solutions for enterprise storage using cloud storage and other technologies

Responsibilities

- Maintained UI (Python/CSS/JS) and core libraries (Python/C/C++) of the Nasuni Storage Filer and Console
- Maintained testing infrastructure and automation dashboard (Python)

Accomplishments

- Led feature team adding FTP mounting ability and other related features to UI and core libraries
- Helped implement "perfect file locking" between filers to create an effective distributed file system
- Add feature versioning for maintaining compatibility with older version of the filer
- Designed "sideloading" feature for installing new versions of the filer

Emulex

Senior Software Engineer

MAY 2008 - JANUARY 2013

Started with Linux QA team testing full product stack quickly transitioned to development team maintaining test and build tools, as well as architecting new solutions. Eventually fixing Linux kernel driver and library bugs

Responsibilities

- Managed intern team used to support internal testing framework
- Maintained nightly testing and CI infrastructure (Perl)
- Fixed kernel Linux driver and library userspace interface bugs (C)

- Interfaced with major Linux distributions for inbox driver submissions and bug fixes
- Handled driver release responsibilities and maintained python build scripts
- Maintained svn branching structure and merges
- QAed Linux driver, interface library and GUI configuration toolHelped write regression tests

Accomplishments

- Reverse engineered RPM binary driver build process in order to extend support for other distributions
- Rewrote internal testing framework in Python to make it easier to maintain and extend

Education

Bachelor of Science in Computer Science

WPI

WORCESTER, MA

AUGUST 2004 - MAY 2008