
WORK

iFixit

Web Operations Engineer

San Luis Obispo, CA
January 2015 - Present

- Perform day-to-day operations supporting new application features and improving the website's infrastructure on Amazon Web Services
- Improve the development process by automating routine tasks
- Participate in on-call rotation to respond to and resolve incidents
- Add monitoring to send alerts to the relevant parties for malfunctioning systems
- Set up testing infrastructure for machine configuration scripts

iFixit

Software Developer

San Luis Obispo, CA
June 2013 - July 2015

- Developed community features for iFixit and enterprise features for Dozuki, iFixit's Software as a Service
- Improved code quality by configuring a style checker to enforce guidelines on every commit
- Promoted continuous delivery by encouraging frequent deployment of small and focused changesets
- Authored blog posts for the developer blog (<http://itbrokeand.ifixit.com>)

iFixit

Software Developer Intern

San Luis Obispo, CA
February 2011 - June 2013

- Designed, implemented, and documented a public REST JSON API for external integrations
- Developed and released the open source iFixit Android application

EDUCATION

California Polytechnic State University

Master of Science in Computer Science

San Luis Obispo, CA
June 2013

- Thesis: An Analysis of Generational Caching Implemented in a Production Website

California Polytechnic State University

Bachelor of Science in Computer Science

San Luis Obispo, CA
June 2013

- 8 time recipient of Dean's List

SKILLS

Web Development: Experience developing web applications using PHP, HTML, CSS/less, JavaScript/MooTools, MySQL, Memcached, HAProxy, Varnish, and Apache

Amazon Web Services: Extensive experience with Amazon EC2, EBS, S3, and security groups

Unix: Very comfortable managing production Unix systems and using command-line tools such as Vim, Git, Bash, Zsh, and tmux

Android: Experience developing and releasing Android applications

Languages: PHP, Java, JavaScript, Bash, Ruby, C/C++, and \LaTeX

PROJECTS

Global Game Jam: Participated in four Global Game Jams, creating entire open source video games in 48 hours using Lua with Love2D and Node.js with Socket.IO. Wrote, recorded, and mixed music and sound effects for the games.

Matryoshka: Developed "Matryoshka", a PHP caching library released on Packagist.

total-recall: Developed the "total-recall" Node.js package released on NPM which provides a means of replaying web traffic for repeatable experiments.