

## Summary

Software engineer **with over 6 years** of experience, **seeking backend or backend-leaning full-stack roles**. Proven success in building **scalable systems** and security platforms at companies like Google, with expertise in JavaScript, React, Go, and C++. Skilled in developing **well-tested and robust backend solutions**.

---

## Skills

- **Languages:** Go, C++, TypeScript, JavaScript, HTML, CSS, SQL
  - **Frameworks/Tools:** React, Angular, Spanner, gRPC, Protocol Buffers, Git, PostgreSQL, Linux
  - **Other:** Agile, Scrum, Cloud Development, Distributed/Microservice system development
- 

## Experience

### Google(Contract), Fullstack Engineer, San Francisco CA Feb 2024 - Present

- Built a generic C++/Angular component for interacting with all major AI vendors(OpenAI, Gemini, Anthropic, etc..) and a front end flow that enabled the adoption of our first 50 customers.
- Developed error surfacing components using Angular to show customers when they have improperly configured projects allowing hands off customer onboarding.
- Implemented an integration with VertexAI allowing customers to run adversarial tests against their fine tuned LLMs hosted on VertexAI using Angular and C++.

### Google, Software Engineer L4, San Francisco CA Mar 2021 - Mar 2023

- Implemented an authorization model handling 100% of requests allowing all Google FTEs to access security automation tooling.
- Designed and implemented a data storage layer with Google spanner to persist all security assessments generated for systems at Google.
- Performed numerous code reviews, design reviews, and became a Go readability approver.
- Created an efficient data export pipeline that transferred over 100+ GB/hr from Spanner to customer-owned locations, enabling customers to build automated dashboards on top of our platform.
- Designed and developed a data analysis layer using [CEL](#) allowing security engineers to easily shape data at the time of generation removing the need for any custom ETL logic reducing toil.

### Lockheed Martin, Software Engineer, Orlando FL Jan 2018 - Mar 2021

- Promoted from “Software Engineer Associate” to “Software Engineer” working on [IRST\(Infrared Search and Track\) systems](#).
- Authored a C library enabling hardware failure audit logs to support rapid part replacement. .
- Implemented a boot framework in C/C++ launching all system components running in linux user space.
- Built a pub-sub messaging layer to handle all communication between the **IRST** and multiple aircraft.
- Led product testing efforts at customer sites, resolving findings in the field and validating 3 release milestones for customers, demonstrating strong customer-facing skills.

### Abacus Technology, Software Developer I, Kennedy Space Center June 2017 – Jan 2018

- Hired full time after the completion of an internship.
  - Created over 250 mobile-friendly pages using Bootstrap, HTML, and plain CSS.
- 

## Education

**University of Central Florida** *Bachelors of Science* in Computer Science

**August 2017**