

## Technical Skills

**Strong:** JavaScript, Node.js, Express.js, HTML, CSS, MySQL, AngularJS, Git, ReactJS, Redux

**Experienced:** Backbone.js, NPM, MongoDB, jQuery, D3.js, Mongoose, Mocha, WebRTC

## Software Engineering Projects

### Gigg.TV

Full Stack Developer

*Stream your spontaneous or planned performances live, securely viewable by anyone, using state-of-the-art WebRTC!*

- ❖ Created MySQL database and APIs to speedily serve users tagged, described content
- ❖ Designed Redux forms to allow artists to save images and easily describe their performance
- ❖ Built index page with ReactJS to allow users to browse, tag, and search all current live performances

### GitHub Social Network

Front End Developer

*A social network for finding jobs and keeping in touch with your GitHub colleagues*

- ❖ Implemented complex profile search using AngularJS filters, allowing for search by language, project, etc
- ❖ Rendered job posting page with MaterializeCSS, enhancing appearance and accessibility
- ❖ Diagnosed communication errors between profile page and database, ensuring data was modeled on front end

### Which?

Scrum Master and Back-End Engineer

*"Hot or not" for everything: a phone app for asking or judging between two choices by swiping left or right*

- ❖ Architected server, MongoDB database, and RESTful APIs using Node.js, Express.js, and Mongoose
- ❖ Synthesized GitHub repo with all trimmings, to allow developers to collaborate with fewer meetings
- ❖ Updated app dashboard using Ionic to allow users to choose to install application updates

### Specific Hieroglyphic

Full Stack Developer

*A "your name in hieroglyphics" website that translates the input as you type*

- ❖ Implemented AngularJS two-way data binding to present real-time translations to user
- ❖ Presented clean interface with CSS, creating non-distracting yet immersive atmosphere
- ❖ Built pared-down Node.js/Express.js server and client-side logic for speedy responses

## Previous Experience

### Ernest Gallo Research Center of UCSF (University of California, San Francisco)

2002-2014

*Science Research Associate I-IV, Lab Manager*

- ❖ Discovered and fixed mission-critical bug in genotyping technique
- ❖ Created data schema and data displays that were used by >100 scientists for >12 years
- ❖ Controlled budget, trained dozens of scientists, reduced materials costs by 60%
- ❖ Computed statistics from Microsoft Access database, published Prism charts in Neuropsychopharmacology
- ❖ Presented cutting-edge information on epigenetics to 40 scientists
- ❖ Analyzed decades of research and set best practices, managing bureaucracy to ensure regulatory compliance
- ❖ Disaster-proofed critical specimens by cryopreserving them offsite

## Education

### Hack Reactor Remote

*Advanced Software Engineering Immersive Program*

2015-2016

### University of California, Berkeley

*BA in Molecular Cell Biology, Regents Scholar*

1998-2002

## Personal

In my free time I coordinate free-form storytelling sessions: that is to say, I design and play pen-and-paper role playing games. I flew hang gliders and got to be an intermediate-grade Hang 2. I love karaoke.