

Objective: Experienced full stack engineer with a focus in iOS seeking to leverage my background working within early stage startups and recent experience with AI agents.

Skills:

- Languages: Swift, JavaScript, TypeScript, minor experience in Python, Kotlin, Java, C#
- Frameworks: SwiftUI, Combine, Realm, MVVM, Langchain
- Technologies: Apple Pay, Twilio P2P Video Chat, Firebase, LangSmith, Full-stack Video Streaming
- Databases: PostgreSQL, CoreData, Realm

Work Experience

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| waggledance.ai <i>Solo Founder + Career Transition</i> | Jan 2023 - Present |
| <ul style="list-style-type: none"> • Leading the development of an open-source workflow automation platform, implementing a custom AI agent system. • Utilizing Langchain.js, Next.js, LangSmith, Prisma+Postgres, Weaviate, Vercel, and more. • Achieving performance gains often between 20-200% over serial Plan-And-Solve through concurrent execution of independent subtasks. • Amassing a growing user base and actively addressing UX, reliability, and capability improvements based on user feedback. | |
| Curtsy, Inc. <i>Senior iOS Engineer</i> | Mar 2021 - Dec 2022 |
| <ul style="list-style-type: none"> • Implemented a TikTok-inspired video experience for posting and viewing products. • Led iOS app rebrand across a large code base, improving stability and refactorability using R.swift. • Reduced iOS crash rate by a factor of 10+ (99% to ≥ 99.9%) for hundreds of thousands of monthly active users. • Identified and helped fix an accounting vulnerability that could have led to large monetary losses if abused. | |
| Find Your Grind <i>Lead iOS Engineer</i> | Jul 2020 - Mar 2021 |
| <ul style="list-style-type: none"> • Led green-field SwiftUI iOS app development, working directly with founders and stakeholders on design and marketing teams. | |
| Rejuve, Inc. <i>Founding iOS Engineer</i> | Jul 2019 - Jun 2020 |
| <ul style="list-style-type: none"> • Employed technologies like RxSwift, Realm, MVVM, Apple Pay, Twilio P2P video chat, WKWebView, and Firebase, working closely with the founder and managing a junior iOS engineer. | |
| Toot App, Inc. <i>Lead iOS Engineer</i> | Jan 2018 - Jan 2019 |
| <ul style="list-style-type: none"> • Utilized Swift 4.x, In-app purchase APIs, Camera APIs, Animation APIs, RxSwift, Serverless Node.js, DynamoDB, and WebRTC, contributing to best practices in test driven development and continuous integration. | |
| Level11, Inc. <i>Consulting iOS Engineer</i> | Jan 2017 - Jan 2018 |
| <ul style="list-style-type: none"> • Balanced duties of planning technical requirements, conducting product management, architecting systems, building a small engineering team, and writing code in an early stage dating/social networking startup. | |
| Pluto TV <i>Lead Mobile Software Engineer</i> | Sep 2013 - Nov 2016 |
| <ul style="list-style-type: none"> • Led engineering team that designed Pluto TV's app for the 4th generation Apple TV at its launch. The app was selected for promotion by Apple's editors in the App Store. • Helped design and implement the original Pluto TV Android, Android TV, iOS, and Apple TV apps. • Hire, train, manage, and mentor other mobile and front-end engineers as well as work alongside talented product designers and marketing teams. | |
| Citrus, Inc. <i>Software Engineer</i> | Jun 2012 - Sep 2013 |

Education | *Virginia Commonwealth University 2008-2012 | Bachelor of Science in Computer Science*