

## Summary

I am a software developer with a strong background in gameplay engineering, bringing over six years of experience in crafting clean, modular, and efficient code. I thrive on solving technical challenges such as optimizing real-time performance, enhancing engine architecture, and building scalable backend systems. Whether it's integrating new technologies, refining frameworks, or designing system architecture, I am driven by continuous learning and collaboration. I aspire to expand my expertise in improving developer experience and high-level architectural design, contributing to developing impactful and innovative software.

## Skills

**SE Skills** | Readable, Modular, Encapsulated, Extensible, Comprehensive

**Technology** | JavaScript, TypeScript, NextJS, HTML5, React, Express, CMS, Node.js, SQL, JSON, Tailwind, CSS3, Git, CI/CD

**Project Skills** | Collaborative, Passionate, Enthusiastic, Supportive, Usability, Integration, Reliability, Curious, Communication

## Professional Experience

### **Founding Full Stack Engineer** | Senstomi | Remote

Aug 2025 - Nov 2025

Developed a comprehensive fintech application as a solo full-stack developer, implementing complex financial modeling, AI-powered advisory features, and subscription-based SaaS architecture.

**Projects:**

**Founding Full Stack Engineer** | Senstomi | [Website](#) | November 2025

**Technology:** Next.js 15, React 19, tRPC, Prisma, PostgreSQL, Stripe, OpenAI API, NextAuth.js, Tailwind CSS

Consulted, deployed, and built an investment advisory platform providing personalized financial scenario analysis and portfolio recommendations for retail investors.

- Architected a type-safe full-stack application using tRPC and Zod for end-to-end type safety, eliminating runtime errors and improving developer productivity by implementing compile-time validation.
- Implemented an AI-powered financial advisory system using OpenAI API that generates personalized investment recommendations based on user risk profiles, reducing manual advisory overhead and providing instant scenario analysis.
- Integrated Stripe subscription billing with webhook automation for real-time payment processing and legal document workflow using SignatureAPI, creating a complete SaaS revenue pipeline.

### **Software Engineer, Fellow** | General Assembly | Remote

Nov 2024 - Feb 2025

Completed a full-stack web development program, delivering 4 projects across the full web application lifecycle.

**Projects:**

**Full Stack Web Developer** | Scratch Notes | [Website](#) | February 2025

**Technology:** TypeScript, Prisma, tRPC, Express, MongoDB, Node.js, Nx

Focused on redesigning a school project to improve devops, developer experience, functionality using emerging technologies, code quality standards, and responsive design.

- Refactored homebrew solutions by integrating tRPC, Prisma, and ReactFlow libraries for an easier and more robust developer experience.
- Handled the deployment of backend and frontend within one consolidated mono repo utilizing Nx cli.

### **Backend Web Developer** | FEASTMODE | [Website](#) | February 2025

**Technology:** Python, Django, Neon PostgreSQL, Postgres, HTML, CSS, REST APIs

Completed a full-stack development project, focused on both frontend and backend development.

- Led project by emphasizing problem-solving through debugging, optimization, handling merge conflicts, and managing the database technologies.

### **Software Engineer II** | Age of Learning | Remote

May 2021 - Dec 2022

Completed launching a new game mode, Intellipet Adventures, as part of the core team to improve user retention, and maintained and integrated features into Adventure Academy using Jenkins.

**Projects:**

**Gameplay Engineer** | Intellipet Adventures | [Website](#) | October 2022

**Technology:** C#, .NET, Unity, Docker

Launched Intellipet Adventures as part of the core team, developing a new game mode to increase user retention.

- Engaged with cross-functional teams (API and Realtime Servers) to integrate gameplay features.
- Integrated sub-game mode inside parent app - Adventure Academy - using the dependency injection design pattern.
- Executing successfully and quickly on Intellipets led me to move onto the Prototyping team to test and develop new features with the potential of being moved into Adventure Academy.

**Frontend Engineer** | Adventure Academy | [Website](#) | May 2021

**Technology:** C#, .NET, Unity, Docker

Participated in maintaining a large-scale MMO game catered towards gamifying education for elementary schoolers.

- QA, troubleshoot, debugged, tested, and integrated new UI while hitting Agile/Kanban/SCRUM milestones.
- Refactored in-game marketplace UI, collaborating with the API team.

**Gameplay Engineer** | WayForward Technologies | Santa Clarita

Feb 2019 - Apr 2021

Completed the launch and maintenance of Marble Knights, contributing and exercising friendly collaboration skills, and communicate effectively.

**Projects:**

**Gameplay Engineer** | Marble Knights | [Website](#) | September 2020

**Technology:** C#, Unity

Launched a 4-player cooperative online game as one of Apple Arcade's flagship titles.

- Developed a framework using a finite state machine (FSM) to manage boss behavior, enabling the team to decrease code redundancy and reduce time spent coding.
- Coded components for a weapon system that exposed internal tools for designers to tweak without any code recompilation.
- Created and maintained 3/6 minigames that shipped post-launch of the game, one of which was recognized by the owner as extremely fun.
- Collaborated closely with animators, designers, and the creative director to create tools to expedite and improve their designer experience in creating levels.

**Gameplay Engineer** | Game Mechanic Studios | Burbank

Jan 2017 - Feb 2019

Collaborated as part of a startup experience creating games for hire, working with the project manager, CEO, animators, level designers, and lead artist using object-oriented programming languages.

**Projects:**

**Frontend Engineer** | Cinemoi World | [Website](#) | Feb 2019

**Technology:** C#, Unity

Focused on the ability to lead by improving and prioritizing build times by expediting and improving art pipelines with intuitive solutions.

- Refactored the avatar clothing system to load items dynamically, which improved the artists and designers' workload by removing the need to reimport an unwieldy mega-asset.
- Deployed an asset bundling system to store clothing and levels to an AWS S3 bucket, which reduced build times by 80%.
- Collaborated with business and third-party developers to integrate Stripe and PlayFab API to manage purchases and users' inventory.

**Fullstack Engineer** | Deer Hunter: Reloaded | [Website](#) | October 2017

**Technology:** C#, Unity

Executed on a tight deadline to deploy Deer Hunter on 3 different platforms.

- Executed TRCs to pass for Xbox and PlayStation deployment.
- Created animal behavior and flocking system, by collaborating closely with designers to create a realistic simulation of hunting patterns.
- Integrated and maintained the PC input mapping system using the Rewired plugin, which accounted for a specific genre of clients.

## Education

**Software Engineering Bootcamp - Certificate of Completion** | General Assembly | Remote

February 2025

**Bachelor of Science Computer Science** | Art Institute of California, Los Angeles | Santa Monica

June 2016