

## EXPERIENCE

### HOPPER

2020-2023

#### Engineering Manager (2022-2023)

- Led the development of a completely reimagined Flights Price Freeze Purchase flow, transforming it from a negative margin product to a \$700k/month profit line in under 3 months
- Scaled the team, hiring one Android engineer, one iOS engineer, and two backend engineers
- Estimating and shaping the implementation of large technical projects, including guest checkout via Apple Pay and a refundability upgrade, while collaborating with product and design
- Iterating on the product by scoping copy, UX and pricing experiments, measuring their success against key metrics like conversion, top-line growth and customer service inbounds

#### Senior iOS Engineer (2020-2022)

- Built a brand new Hotel Price Freeze offering as one of two iOS engineers on the team, starting from a smoke test to gauge user interest, all the way to a mature product grossing \$300k/week
- Piloted Hopper's server-driven UI to build Hotel Price Freeze, providing critical platform feedback and paving the way for a platform that is now used for cross-platform mobile development company wide

### WAYFAIR

Boston, MA

#### Senior iOS Engineer

2019-2020

- Enhanced Wayfair's iOS customer service chat experience, scoping and implementing an overhaul from a push notification-based delivery system to a webhook-based architecture
- Delivered multiple user-facing features, including typing indicators and badging

### RIGHTPOINT

Boston, MA

*Rightpoint (formerly Raizlabs) is a software consultancy with expertise in mobile development.*

2016-2020

#### Senior iOS Engineer (2018-2020)

- Led the development of multiple greenfield iOS projects, including an eCommerce application, a social media application, and multiple fitness applications
- Proposed architectures and tech investments on a per-project basis that would grow Rightpoint's engineering capabilities without incurring too much risk to project deadlines

#### iOS Engineer (2016-2018)

- Interfaced directly with clients on support contracts to deliver most impactful fixes to their applications
- Shipped updates to the App Store, monitoring critical health metrics

## PROJECTS

### MYPODIUM

2022-2023

- Building a competition management application on iOS with real-time stat tracking and high levels of user configuration
- Using SwiftUI and Composable Architecture on the frontend, Vapor on the backend, and a shared API layer consumed via Swift Package Manager

## EDUCATION

### BOSTON COLLEGE

Chestnut Hill, MA

BS, Computer Science; Minor in Mathematics, May 2016

2012-2016

## SKILLS

- Advanced: iOS, UIKit, Swift, XCTest, Vapor, git, Firebase, A/B testing, project scoping, hiring, mentoring
- Proficient: SwiftUI, RxSwift, Composable Architecture, Objective-C, app distribution, continuous integration
- Experienced: Scala, TypeScript, Node.js