

Experience

Software Engineer **Hypernatural (BitComplete)** **Mar 2025 - Present**

Full-stack engineer at AI video generation startup. Owning features E2E, many infrastructure migrations and developer productivity

- Overhauled video pricing model to a more sustainable per-duration charge through iterative A/B testing, while still achieving a 29% lift in subscription conversion rate
- Built dynamic regional pricing with Stripe, resulting in 300% revenue increase from international markets
- Migrated from PGVector (AWS RDS) to S3 Vectors, decommissioning a \$1,000/month database
- Improved CI test speed by 2.25x and TypeScript formatting by 20x by eliminating unnecessary password hashing, loading DB from snapshots, and replacing Prettier with BiomeJS
- Led Customer.io integration and built personalized onboarding experiments with pre-signup A/B testing infrastructure

Python, Django, React, TypeScript, PostgreSQL, AWS, Terraform, Playwright

Software Engineer **Dropbox** **Nov 2022 - Nov 2024**

Migrated 300+ engineers from Phabricator to Github and built custom tooling to ensure proper code reviews and maintain compliance

- Built rules engine for auto-assigning code reviewers and making automated comments based on code changes
- Internal Go CLI for managing pull requests and interacting with Github via internal tooling and CI
- Github webhook services for enforcing code owner reviews before merge and improving on Github's built-in notifications

Golang, Python, Bazel

Software Engineer **KeepTruckin (Motive)** **Nov 2020 - Aug 2022**

IoT infrastructure and Developer Productivity Tooling

- Unified AWS Lambda deployment pipeline with rest of infrastructure using custom K8s controller
- Mentored and onboarded new hires on the IoT team
- Improved embedded developer workflows and tooling, resulting in faster release cycles

Golang, Ruby/Rails, Kubernetes, AWS, Bazel

Software Engineer **Infoblox** **Jul 2019 - Oct 2020**

Building and maintaining Go services powering Bloxone DDI services.

- Added Prometheus health checks to all services using Kubernetes service discovery, replacing manual health checks
- Led initiative to implement distributed tracing, improving observability for complex multi-service bugs

Golang, Docker, Kubernetes, AWS

Software Engineer **Ravelin** **Sep 2017 - Aug 2018**

Full stack engineer primarily developing and maintaining customer facing dashboard built with Angular and powered by Go micro-services

- Introduced end-to-end tests using Cypress to catch regressions during critical user paths
- Built graph visualizations with D3 including closest neighbors highlighting and filtering
- Built a Chrome extension used daily by the sales team for prospecting

Angular, TypeScript, Golang, D3, Cypress

Education

Vancouver, BC **University of British Columbia** **Sep 2013 - May 2019**

- Bachelor of Applied Science in Mechanical Engineering

Open Source Contributions

- **NuShell** ([Source](#)) *Rust*

Cross-platform shell that understands the structure of your data!

- Implemented streaming functionality when opening files with proper encoding support. Making it possible to stream very large files.
- Added additional math functions while refactoring math command and improving test coverage.