

*Selected Work  
History*

Engineer, Fastly. *San Francisco, Calif.* — April 2013 to present

- maintaining a bespoke, Backbone Coffeescript app that updates and creates user configurations
- updating and maintaining customer-facing front-end properties
- writing loads and loads of documentation (and attempting to make it compelling and useful)
- some maintenance and extension of a Sinatra-based API
- some light DevOps'ing (bash scripts, Jenkins jobs, Chef cookbooks, dependency mgmt.)

Developer, SolutionSet. *San Francisco, Calif.* — August 2011 to March 2013

- worked in a cross-disciplinary environment to create and launch websites which met client goals and objectives
- Develop templates and front-end components for various content management systems and social media tie-ins
- Maintenance and content publishing in order to keep client sites current

UI Developer, LEVEL Studios. *San Jose, Calif.* — November 2009 to August 2011

- worked with Project Management, Art Directors, Copywriters and Technical staff to create and launch websites for large enterprise clients, often with a tight turn-around
- embedded within client engineering teams in order to provide technical direction and assistance in an extended engagement
- self-managed time and workload in a billable hour scenario

UI Developer & Designer, Nolo. *Berkeley, Calif.* — February 2009 to November 2009

- Implemented a new design of [nolo.com](http://nolo.com)
- Collaborated with Marketing department to achieve business goals by creating a consistent visual design (from in-house ads to a revamped email campaign), and provided assets as necessary.
- Other responsibilities included: copy-editing, copywriting, cross-browser/cross-platform testing, writing documentation, leading and troubleshooting QA efforts

*Education*

Washington University in St.Louis — A.B., English. 2008

*Specialties*

HTML, CSS, JS, MySQL, Git, Unix, Photoshop, Sass, Compass, Coffeescript. A passing familiarity with Ruby and PHP. High fives. Chocolate chip cookies.

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