

I'm a user-centric full stack engineer passionate about creating intuitive and engaging digital experiences. I combine technical expertise with a marketing-informed perspective to translate complex Figma designs into performant web applications. My focus is building interfaces that are not only user-friendly, but also strategically engineered to drive conversion and business growth.

Work Experience

ActionVFX | RemoteOct 2023 – Present

Full Stack Engineer

- Spearheading website redesigns and E2E feature integrations with over 50,000 MAU through collaboration with the design team & engineering leadership – translating Figma design systems, technical concepts, & prototypes into production-ready code.
- Took ownership of full stack LMS integration and launch of ActionVFX’s new Academy platform – netting six-figures in its first month and upskilling thousands of users on cutting-edge AI & VFX workflows.
- Launched 3D Library marketplace, implementing new interactive UI components to showcase digital assets effectively.
- Designed, prototyped, and implemented a new streamlined enterprise sales flow, creating intuitive user journeys that directly contributed to increasing enterprise revenue.
- Built out various promotional frontend implementations in collaboration with the marketing team, helping drive revenue within a single month through optimized user experience and conversion funnels.
- Implemented comprehensive A/B testing infrastructure using VWO, enabling data-driven design decisions that increased pricing page conversions by ~7%.
- Conducted monthly Figma design audits with an external design studio to ensure design-to-development consistency and identify UX improvement and optimization opportunities.
- Identified and took ownership of licensing system frontend overhaul, creating user-friendly dashboards that helped identify and recapture over \$10k in monthly revenue through license violations and unauthorized usage.
- Integrated Storyblok CMS across marketing pages and blog infrastructure, collaborating closely with the marketing team to streamline content workflows and reduce publishing time.
- Utilizing agentic LLM tools such as Claude Code and Cursor for effective codebase navigation, context gathering, and team comms.
- Implemented caching strategies for blog & tutorial content, reducing annual server costs by 2% while improving page load times.

Technical Projects

DistrictX | [GitHub](#) | [Video](#)

An expressive social platform concept combining customizable 3D avatars with discussions, built in Unreal Engine 5.

- Employed server-side systems using Python, Flask, and SQLAlchemy to store encrypted user information and application data.
- Utilized UE5, React.js, HTML, and Python to implement a full-stack web application within the engine by modifying existing UE JS plugin. Read more [here](#).

unTITLEd | [GitHub](#)

- Utilized Python, Postgres, and Flask to create, initialize, and integrate data tables. The resulting restful API implementation allowed for efficient and effective management of large amounts of data.
- Developed and deployed the web application using Render services while implementing JavaScript, HTML, & CSS under tight deadline constraints.

Technical Skills

- SQL, SQLite, SQLAlchemy, JavaScript, Typescript, Node.js, Three.js, Next.js, Ruby, Python, Flask, HTML, CSS, Git, GitLab, PostgreSQL, Figma, Figma Prototypes, Restful APIs, Cypress Unit & ETE Testing, Agentic LLM Tools

Education

Flatiron School | RemoteJan 2023 – Apr 2023

Certificate in Full Stack Web Development

University of Kentucky | Lexington, KYAug 2014 – 2017

Computer Science

