Experience

Principal Engineer
InVision
Dallas, TX
Jun 2017 - Present
I currently target and solve some of the
hardest problems and challenges with our
Studio platform right alongside the most
incredible engineers on the planet!

My specific focus right now is making sure
we build out an incredible platform for
engineers and designers to enjoy using and
extending.

Lead Software Engineer
New Relic, Inc.
Portland, Oregon
Apr 2012 - Jun 2017
I currently build and work on the
Microsoft Azure Experience which consists
of full stack efforts ranging from
spinning up infrastructure to writing apps
based on TypeScript and ASP .NET. I also
work on the .NET Agent and Profiler,
Windows Server Monitor and the nuget
packages that deliver those products to
users for New Relic - and love every
minute of it.

Agent Engineer
New Relic
Portland, Oregon

Education

Texas Wesleyan University
Bachelors in MIS, Computer Science
1997 - 2000

University of Texas at Arlington's
College of Engineering
1999 - 2000
Worked on a degree in Mathematics

Tarrant County Junior College
**Associate in Arts, applied Electrical
Engineering**
1995 - 1997
Participated in the "Cornerstone Program"
(Honors). The Cornerstone Program at TCC
is a humanities-based, academically
challenging honors curriculum designed for
high-ability students whose goals are
bachelor's degrees. The program goes
beyond the traditional concept of
compartmentalized classes in an attempt to
integrate and fuse several academic
disciplines, thus allowing students to
synthesize concepts from several sources
into a personal viewpoint.

Pragmatic Marketing
PMC-III
2016 - 2016
Earned Product Manager certification from
Pragmatic Marketing in Build, Focus and
Foundations.

Apr 2012 - Apr 2013

Responsible for the software that gives developers x-ray vision into what their applications and systems are doing. From concept to creation, my team built tools that help users have healthy clouds and happy applications. My daily goal was to make a developer's job of developing, releasing and maintaining code a much more seamless and clear task.

Wrote software for software. It helped developers not only see problems in their code and systems but helps them get "better" as developers. The software I wrote allowed devs to think of performance as a feature rather than a "nice to have." The code I created at New Relic opens the gate to understanding what is actually happening with developer software everywhere, whether it is in production or on our local dev boxes. I considered the opportunity to create something that helps us all make better software is a great privilege.

Software Architect
Fellowship Technologies / Active Network
Dallas, Texas
Feb 2004 - Apr 2012

Getting software built and into the hands of customers.

Responsible for the architecture of a software ecosystem containing 42 interrelated applications. Developing, designing the platform architecture and building new product.

Leading teams of developers with patterns and practices such as TDD, fixture paternalization, object modeling, data modeling, environment tooling, application monitoring and metrics.

Responsible for DevOps initiatives such as continuous delivery, build automation using and configuring tools such as Jenkins, msbuild and powershell.

Maintained and led a developer community around a robust REST API

Acting as Manager of Software development I focused on the growth and careers of developers and other managers.

As a Developer advocate for our patterns and practices I was able to lead other units of our business with technology and

tooling decisions to help them get product to customers faster.

Responsible for enhancing / maintaining several different .NET applications which types include: web applications, smart client applications, console applications, windows services, and web services. The applications are provided as SaaS (Software as a Service) to the clients and support a multi-tenant data model. All applications are N-tier (implementing fully functional presentation, process, business, and data layers).

Deep knowledge of memory and performance tuning allows me to provide perspective to the teams and discover issues before they get into prod.

Sr. E-commerce Developer
Gamestop.com
Grapevine, Texas
Apr 2002 - Feb 2004

Job responsibilities include: Built a fully functional Retail / content site deployed with Commerce Server 2000 and SQL 2000. Coded, enhanced, and maintained all aspects of the site: Security fixes, code development, site design, site deployment (across 8 server farm, and an Active SQL cluster).

Developed ASP .NET maintenance tools to allow the users access to chance the site from anywhere. Developed analysis tools. Developed batch applications to provide data feeds to for affiliates. Built the "Coupon/offer/gift certificate logic", which interacts with the contents of the users cart and their experience on the site.

Constructed and designed site – "sight" shifted logic to make Gamestop.com com appear like other affiliate sites. Enhanced the order system by built a .NET Windows service to pole an order queue – which allows users to place orders even if the SQL servers were down (Created a true N-Tier application and successfully implemented a data layer).

Web Developer / E-commerce Application Developer
Radioshack.com
Fort Worth, Texas
Jun 1999 - Apr 2002

Building and enhancing web applications via Commerce Server, using / enhancing / implementing pipelines, creating DLLs, setting up IIS for multi-site administration, various site enhancements, writing and implementing SQL DTS packages / Stored Procedures / Trans SQL, writing COM objects for BizTalk automation, troubleshooting breaks in application infrastructure, and generating web reports. using decision analysis and coding experience to enhance RadioShack.com. Also, using strong statistical skills to optimize server loads and cluster balancing during script execution.

Developing strong team-based projects, building and managing site campaigns through BizDesk, using various web-tools to develop promotional materials, RadioShack.com Intranet Site development / implementation, writing analysis reports to help enhance the businesses. Previous responsibilities include understanding of technical aspects, site enhancements, using SQL, generating web reports, and ASP/HTML development building store report sites and Intranets. Using decision analysis and coding experience to enhance RadioShack.com.

Projects

Book: Nerd Life Balance - The Art of Refactoring Life for Awesome

Over the past several years I've had the privilege of throwing bits for some seriously amazing companies. Usually, the unspoken mindset was that you were supposed to work until the task was done or that more hours meant more code (good or bad). The idea was by focusing on the tasks and the work, we would inevitably achieve our goals and everyone would be happy. I remember working some really long weeks hitting the work goal, but not feeling very happy. That is why I wrote this book.

New Relic Azure Portal Extension
New Relic

This project was comprised of the entire stack of software development and design. I provisioned Virtual Machines that are geo-redundant and failover capable, setup a complete continuous delivery pipeline

Skills

Agile Methodologies

Continuous Delivery

Web / App / Systems Development

Test Driven Development

Cloud / Hybrid Computing

REST API Development / Design

.NET Framework / .NET Core

C#

JavaScript

TypeScript

that supported seamlessly delivering both a responsively designed web front end with a data API backend on top of the Azure SDK.

In this project, I used JavaScript with TypeScript (a strict syntactical superset of JavaScript), CSS, ASP .NET MVC, ASP .NET Web API, Azure App services, Azure Web Jobs, Azure Queues, Azure blob storage and many other cloud-based technologies.

Publication: Developing a REST based Web Service

REST (REpresentational State Transfer) is an architecture for distributed hypermedia systems. The World Wide Web is possibly the best known implementation of this architecture style. The term "REST" was coined and described by a dissertation written by Roy Fielding in 2000. This article covers the architecture which contains four basic constructs that address common concerns such as: scalability, generalized interfaces and resources, and patternized approaches for manipulation of resources.

Publication: OAuth 2nd Party Extension

This Authentication protocol is an extension of the OAuth 1.0 protocol which enables websites or applications (Consumers) to access Protected Resources from a web service (Service Provider) via an API, without requiring Users to disclose their Service Provider credentials to the Consumers. More generally, OAuth creates a freely-implementable and generic methodology for API authentication.

Fellowship One developer portal

A developer portal / Developer API providing access to developer based forums and information for programming against APIs.

Raspberry Beacons

The intent of this is to provide a quick, simple, fun and inexpensive alerting beacon that can be connected to any type of service and be used as a visual notification that "something" is happening.

The more concrete use for this is when you have a need for a visual queue like your

latest build has hit production, your site
goes down and you've turned your devices
to "silent", or you want to know when a
specific application crosses some
threshold. The big boys use huge LED
monitors to do the same but you and I know
that it can all be done with just one LED.

nuget-test

A PowerShell based testing framework that
helps you test your nuget packages.

winfo

The intention of the project is to have
some sort of configuration gathering
mechanism that can get the system info
from one machine that can be used to
generate a close to identical match on
another machine or virtual. This is ideal
for troubleshooting software in
environments not owned by the
troubleshooter.

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