

Software Engineering Leadership

Innovative technology leader and Senior Engineer with 15 years of experience spanning AI-driven healthcare platforms and high-performance game engine architecture. Proven track record of scaling engineering teams and delivering complex, full-stack solutions in regulated and high-stakes environments.

Areas of Expertise

- Full-Stack Software Engineering
 - Technical Planning
 - Engine Architecture
- Game Development
 - Team Leadership & Mentoring
 - Agile Methodology (Scrum/ Kanban)
- Technical Troubleshooting
 - Application Design
 - Full Life Cycle Project Management

Career Experience

Akido Labs - New York, NY

2025 – Present

Senior Software Engineer (Full-Stack)

Transitioned from leadership to a high-impact IC role to pioneer AI-driven healthcare solutions and strengthen full-stack architecture in a regulated environment.

Key Achievements:

- *Architected and deployed a flagship **AI-powered After Visit Summary (AVS)** feature using **Bedrock AI**, enabling practitioners to instantly generate patient post-care documentation via prompt engineering and automated workflows greatly reducing practitioner workload.*
- *Authored comprehensive **Technical Design Documents (TDDs)** for core services, including implementing robust **rate-limiting** strategies to ensure 99.9% uptime for critical 3rd-party API integrations.*
- *Serve as **App Owner** for multiple core applications, enforcing best practices across **React, NestJS, and NextJS** and facilitating the transfer of institutional knowledge to help scale the engineering org from **6 to 20 engineers**.*
- *Optimized personal and team velocity by championing an **AI-First workflow**, leveraging **Cursor, GitHub Copilot, and Code Rabbit** to reduce boilerplate and focus on complex systems architecture.*
- *Managed containerized deployments using **Docker, Kubernetes (K8s), and ArgoCD**, while providing tier-1 support during on-call rotations to resolve high-priority incidents in a HIPAA-compliant environment.*
- *Improved codebase reliability by achieving high test coverage using **vitest** and providing Code Reviews for the team.*

Boom Entertainment - New York, NY

2019 – 2025

Director of Engineering – Casino Games

Provide technical oversight, while directing entire engineering facets of casino games. Employ superior leadership traits, while supervising and mentoring teams of developers on advance engineering topics, such as browser memory management solutions, CI/CD, strategies for debugging on multiple browsers/devices, 3D Math, and Shaders. Oversee the development of an in-house 3D game engine with the capability of developing premium casino games.

Key Achievements:

- Headed operations of a new engineering department with the sole purpose of balancing new game cost, quality, and launch time to market.
- Enabled delivery of fast running 3D powered slot and table game experiences by architecting and optimizing in-house TypeScript game engine.
- Achieved over 80% reduction in game bundle size using advanced web asset formats and efficient game architecture.
- Developed an efficient process and minimized overall time to market on Casino Products by 50% through close collaboration with designers, product managers, and business owners

HIGH 5 GAMES - New York, NY

2012 – 2019

Senior Manager, High 5 Casino/Shake the Sky

Managed a team of game developers capable of releasing several new social casino games every month. Liaised with release engineers to develop an efficient deployment flow. Chaired meetings and engaged the team on providing best practices in code with a unique group-based code review session. Supported modular architecture by developing all slot game features as reusable config driven libraries.

Key Achievements:

- Played a pivotal role in enabling High 5 Casino to become the fastest growing virtual casino through creation of 100+ Facebook slot games, while leading a development team of five members.
- Directed the design of key features and games, documenting them with UML diagrams and flow charts for the team and subsequently improved time to market by 60%.
- Partnered with Product Management in implementing successful Agile development practices, such as SCRUM and Kanban.
- Decreased load time by 15% for the app's new web engine through utilization of Sprite Atlasing.
- Minimized load time by 70% via creation of a lite game lobby entry point and optimization of asset loading, leveraging lazy loading techniques when able.

ECKO|CODE • OMGPOP INC. - New York, NY

2010 – 2012

Client Developer, Dexter: Slice of Life

Developer, OMGPOP Pets!/Snoops

Key Achievements:

- Designed and developed a lazy loader system for the game's assets, which significantly improved episodic development time for ECKO.
- Compressed 3D avatars into zlib files and optimized the 3D mesh at OMGPOP, Inc., resulting in reduced load time and improved frame rate by 60%.
- Modified an in-house engine at OMGPOP Inc. so it met new requirements and enhanced the mystery-themed gameplay.

Education

Bachelor of Applied Science, Computer Science in Real-Time Interactive Simulations, Minor in Mathematics

DigiPen Institute of Technology, Redmond, WA

Technical Proficiencies

Programming: JavaScript, Typescript, NodeJS, Python, C#, C++, Java, PHP, HTML5, AS3, Z80 Assembly, XML, Ant, Groovy

APIs & Libraries: React, ThreeJS, React Native, DirectX, OpenGL, WebGL, WASM, Win32, FMOD, Visual HAM SDK, STL, Away3D

Software: Cursor, Codex, AWS Bedrock, ArgoCD, Kafka, Redis, Microsoft Visual Studio Code, Unity, Docker, Jenkins, Cloudbuild, JIRA, Eclipse, Perforce, SVN, GitHub, Audacity