
Systems Software Engineer with a focus on building robust, and performant artifacts.

Sansay - Systems Software Engineer

Jan 2022 - Present

- Refactored components of the session border controller to avoid database lookups leading to a 30-50% capacity increase.
- Lead the companies investment into integrating Rust into longstanding C projects.
- Creator of "Fraud" a high speed data analytics project to pick out and halt fraudulent calls in real time.
- Creator of "Sansay Identity Header" used by multiple companies to provide visual breakdowns of call tokens.
- Creator of the e-commerce platform used to sell services with blue green updates for zero downtime updates.
- Lead a group of interns through the development of an in house AI assistant using foundational models and a custom RAG pipeline to integrate with existing products.
- Developed a VM deployment pipeline and generated gold disk linux images for production use.
- Created custom tooling to detect supply chain breaches on deployed systems.
- Advocated for hardening existing C projects.
- Performed routine penetration tests and maintenance on production systems.

Scorenado - Backend Software Engineer

July 2025 - Present

- Created a high performance api in Rust to aggregate sports stats and provide a realtime interface of active NFL games.

Cybersecurity and Infrastructure Security Agency - Analyst

Jan 2021 - May 2021

- Performed open source intelligence on complex targets using off the shelf recon tools.

Trilogy Education Cybersecurity - T.A

July 2020 - May 2021

- Served as an assistant for professionals looking to switch careers into cybersecurity.
- Assisted in content development for lecture slides and exercises related to networking, OS systems, basic programming, and common attack vectors.

University of California San Diego 2023 Cognitive Science / Computer Science

Languages

Rust	3 Years of Production experience
C	3 Years of production experience
NodeJS	4 Years of Production experience

Tools + Frameworks

Linux, Debian, MariaDB, EBPF, Nginx, Tokio, Axum, DTrace, Bpftrace, Perf, Valgrind, ReactJS, Heaptrack, GDB, LLVM