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## Experience

May 2022 - PRESENT

**One More Multiverse** - *Engineering Manager*

- Oversee the development lifecycle both for rapid gameplay prototyping and for our production infrastructure and Unity game client - including authoring specs, architecture review, and technical leadership.
- Collaborate directly with our game designer and producers to ensure engineering, design, art and narrative can work together seamlessly
- Support exploration of new tools and technology for production and for players. Specifically we worked with our narrative team to develop LLM-driven tools to reduce toil for our authors.
- Introduced new code review and mentorship processes internally to increase psychological safety and foster more engagement within the team
- Manage cloud infrastructure, reducing operating costs and improving incident response.

May 2020 - April 2022

**GitLab** - *Engineering Manager*

- Managed a team of fully distributed engineers working on GitLab's suite of Project Management tools, including issues, boards, epics and burndown charts.
- Collaborated with internal stakeholders and external customers to establish our roadmap and help make GitLab's tools work for their needs.
- Served as an Incident Manager, organizing and delivering blameless root cause analysis and corrective actions for outages and performance degradations.

December 2017- May 2020

**Arcadia** - *VP of Engineering*

- Managed a team of managers for an engineering organization of 40 people through hyper-growth in the energy industry.
- Increased focus on transparency, communication, and regularly recognizing the hard work of the team, leading to significant improvements in morale and throughput.
- Developed hiring processes and a mentorship program to ensure that we were building an inclusive and equitable culture
- Improved rigor and lessened tension amongst the team by establishing better, more psychologically safe code review and feedback processes

May 2012 - November 2017

**Vox Media** - *Principal Engineer*

- Served as a lead engineer on the initial build of Polygon.com and subsequent feature improvements. Developed an internal data analytics platform, among various other projects and responsibilities.

May 2011 - May 2012

**Sapient** - *Software Engineer*

April 2009 - May 2011

**Aframe Digital** - *Software Engineer*

## Education

**George Mason University** - *Bachelor of Fine Arts, Digital Animation*