



Home (2025)

I'm a software and design engineer building high-craft consumer products at the intersection of engineering and design.

Raised by a graphic designer and an engineer-turned-artist, I bring a strong bias toward clarity, usability, and polish.

I've shipped production systems in TypeScript, Swift, Go, and Python across web, iOS, and infrastructure, with solo work reaching millions of humans and shared by Netflix, YouTube, and the UK government.



Selected Works 20-26

- * Led OS1 → OS2 feature parity work at OpenSea ahead of platform deprecation
- * Primary iOS contributor to OpenSea's new mobile app, owning major portions of UI implementation and design polish
- * Creator of Wash Your Lyrics, a viral project shared by Netflix and YouTube

Work Experience

 Senior Design Engineer, OpenSea 2024 — Present

- * Currently designing and building major portions of OpenSea's new SwiftUI-first iOS app
- * Translated ambiguous product and design intent into scalable frontend architectures, balancing performance, polish, and maintainability
- * Led feature migration from OS1 to OS2 ahead of OS1 deprecation, including Creator Studio V2
- * Built and shipped core product surfaces for OS2 including Search, Onboarding, and Rewards (V1)
- * Elevated OS2 from an early alpha into a production-ready consumer product through design, UI polish, and frontend architecture work

 Senior Software Engineer, Extra 2020 — 2024

- * Early engineer responsible for foundational product and platform systems in a fast-growing fintech
- * Built and shipped core product surfaces such as Rewards, KYC, and Spend Power
- * Led major platform migrations, moving the backend to Kubernetes and the codebase to TypeScript to support rapid scaling as the company grew
- * Conceived and built new member initiatives such as Sweepstakes and Games, enabling users to redeem Points and driving engagement