

Engineering Manager | Platform Architect | Technical Leader

Engineering leader with 3.5+ years building and scaling technical organizations from 0 to 9 people while architecting platforms that handle millions of users. Led cross-functional teams of 11+ across engineering, design, and operations to deliver \$15M revenue growth in high-growth NIL sports market. Expertise in distributed systems, cloud infrastructure (AWS), and hands-on leadership balancing technical architecture with team development. Proven ability to scale systems and teams simultaneously—from handling thousands of concurrent operations to managing multi-product platforms serving 50k+ athletes

Proprietary Software/Cloud: Claude Code, Docker, Kubernetes, AWS Cloud, Paperspace, Cloudflare

Operating Systems: Ubuntu, MacOS, Windows

Languages: Golang, C++, C, Java, JS, Python, React, Bash, SwiftUI

EXPERIENCE

Influxer – Dallas, TX (Remote) – 3 years, 6 months

Head Software Engineer/CTO

- Built and led 9-person engineering organization (7 engineers, 1 manager, 1 designer) from ground up, including 4 engineering leads within department plus 4 cross-functional leads, establishing technical culture, sprint methodology, and communication frameworks that scaled with company growth
- Managed quarterly engineering budget covering infrastructure, platform costs, payroll, and operating expenses while maintaining 70/30 split between team leadership and hands-on technical contribution
- Partnered directly with executive stakeholders to translate business objectives into technical roadmap, driving \$0-\$15M revenue growth through strategic platform investments and prioritization
- Architected distributed platform serving millions of visitors and tens of thousands of customers across 6+ interconnected products: iOS app (VIPER), web portal (Next.js), custom storefronts, internal CRM, automated asset pipeline, and AI-powered game-day merch generator.
- Designed resilient Golang microservices architecture (monorepo generating isolated binaries) handling thousands of concurrent athlete onboarding operations during seasonal spikes, with async processing, failure handling, and near zero-downtime blue/green deployments via Docker.
- Built custom graphics engine generating millions of product mockups across thousands of athlete stores, custom rate-limited GraphQL SDK for Shopify API integration, and automated data processing pipeline reducing athlete time-to-live from days to minutes.
- Planned, managed, and shipped 6+ integrated products simultaneously, coordinating across frontend (SwiftUI, Remix, Next.js), backend (Golang, Node), and infrastructure (AWS EC2, RDS, Lambda) with lean 2-3 engineer teams per product
- Recruited, interviewed, and onboarded the entire engineering department, establishing technical interview process, onboarding framework, and mentorship programs that maintained quality bar while scaling rapidly.
- Established processes for methodology, testing frameworks, and deployment standards. Lead, mentored, and promoted several engineers with a balanced work/life culture and an 85% employee retention rate.

L3 Harris – Waco, TX – 1 year, 1 month

Software Engineer

- Generate and reconstruct military grade testing procedure for security and integrity
- Added communication and netcode across several environments to large aircraft
- Created and maintained expansive development tools such as automatic code generation, and python based bit math pipeline to digest test data.

- Added functionality to on board systems of F1 series jets.
 - Added functionality to pixie boot auto install systems
-

EDUCATION

BSCS – BAYLOR UNIVERSITY

December 2020

- Major: Computer Science

Associates – MCLENNAN COMMUNITY COLLEGE

May 2018

- Major: Computer Networking