

WORK EXPERIENCE

(2025–2026) Founding Design Engineer – Gamma

- Designed and implemented a centralized token-based design system using Chakra UI, migrating 100% of product surfaces and reducing duplicated styling by 65% to accelerate feature development across the company.
- Delivered end-to-end user-facing features for a product serving over 70 million users, from user research and interviews through interactive prototyping, production React development, and testing.
- Drove a full product rebrand by defining migration patterns and establishing a Figma library aligned with new brand tokens, enabling 25+ screens to adopt new primitives without blocking releases or introducing regressions.
- Rapidly prototyped an AI-driven theme generator that converted text prompts, images, and brand assets into reusable themes, abstracting styling complexity and enabling consistent brand application at scale.
- Built and shipped a canvas-based marketing game using PixiJS in 2 weeks, leveraging Web Workers for rendering performance and generating custom visual assets for gameplay, driving 30k+ plays and enabling prize fulfillment for 200 winners across 15+ countries through Typeform embedded prize flow and integrated social sharing.
- Instituted a product polish program to prioritize usability and accessibility issues, visual bugs, and edge cases, raising UI quality and improving release readiness by reducing last-minute polish work.

(2023–2024) Front End Engineer – Magical Tome

- Drove development of core editor capabilities, shipping new functionality for charts, drawing, and diagramming tools while maintaining performance, quality, and accessibility (WCAG) standards for over 20 million users.
- Re-architected the foundational layout system to support nested compositions, removing structural constraints and enabling more flexible document composition.
- Partnered closely with designers in design critiques to translate Figma mocks and interactive prototypes into production-ready interfaces, maintaining high visual fidelity and reducing rework during implementation by 25%.
- Built an AI chat interface prototype using Next.js to validate technical feasibility and accelerate iteration across full user flows in support of a new company direction.

(2020–2023) Front End Engineer – Meta

- Owned the Facebook Design System (FDS) library, establishing component API standards and shipping 36 React Native components adopted by 30+ product teams, powering surfaces across iOS and Android.
- Improved developer efficiency by expanding documentation and establishing a scalable override mechanism, reducing ad-hoc customization efforts and maintainability issues for internal and external consumers.
- Supported product teams through Q&A forums, debugging sessions, and office hours, advising on focus areas such as React Native architecture, design system usage, and framework capabilities.
- Mentored and onboarded peers and 2 interns through structured technical guidance, code reviews, and project support, contributing to improved ramp-up time, engineering quality, and full-time return offers.

(~2016–2019) Various Front End Engineering internships at Meta, Lyft, Apple, and others

SPEAKING

How I Built This: Out of Office Game – Gamma (2025)
Keynote Speaker, Journey to Front End – Stony Brook University, Meta University Recruiting (2022)
Introduction to Custom JavaScript Codeshifts – Meta UI Engineering Summit (2021)

HOSTING

How to Make ASCII Art Workshop – Gray Area (2026)
Project Show & Tell, The Intersection of Art and Technology – Internet Archive (2024)
The Intersections of Tradition, Community, and Craft – SF Design Week, Catharine Clark Gallery (2024)

EDUCATION

Bachelor of Applied Science (B.A.Sc.) Computer Engineering, President's Scholarship – University of Waterloo (2020)