

Skills

Programming

- Javascript/Typescript (React and Node)
- Postgres (GIS extension)
- Redis
- Docker
- Git
- Sass
- TailwindCSS
- CapacitorJS
- Dozens of API integrations (OpenAI, Google Maps, Mapbox, HUD, etc)
- Various CI/CD workflows

Engineering

- Polymers, Fibers, Textiles
- Non-Newtonian Fluids
- MatLAB

Hobbies

- Cycling
- Sailing
- Snowboarding
- Scuba Diving

Volunteering

- University of Nebraska-Lincoln Raikes School Design Studio Coach
- Lincoln Bike Kitchen

Experience

Co-Founder/CTO/CPO • BikeWise • August 2023 – Present

- Architected and developed SheldonAI, an AI-powered REST API for bike and part identification, valuation, and expert advice.
- Engineered custom AI/ML models to sanitize and optimize a 100,000+ item database, implementing RAG and developing a REST API for both structured analysis and natural language interactions.
- Led fundraising efforts towards seed round closure (currently 70% filled).
- BikeWise won EIT Urban Mobility Startup Accelerator pitch competition (top of 25+ startups).
- Drove product from concept to market, securing initial customers in June 2024.

CTO • Madelon • February 2021 – August 2023

As the first hire at Madelon I played a pivotal role in the product design and development of our flagship product REDtech (https://redtech.app). My time was mostly split 50% coding both on the front and back end, and 50% customer support, product demonstrations, product development and engineering team management. I ultimately grew the engineering team to a total of 4 including myself and 3 nearshore developers from Mexico with a total engineering budget of ~\$250k/year.

Drupal Developer • ADK Group • 2019 - 2020 Lead Devops Engineer • 3BL Media • 2019 - 2019 Developer • 3BL Media • 2017 - 2019

Education

Al Masters Certificate (20 Credits) • August 2023 – Present *Stanford University*

Business Data Analytics Certificate • December 2018 Wharton School at the University of Pennsylvania

BS Materials Science and Engineering • August 2016 Georgia Institute of Technology