

AT A GLANCE	15 years EXPERIENCE	9 years TECHNICAL LEADERSHIP	3 years ENGINEERING MANAGEMENT	Baltimore/DC LOCATION
PROFILE	Software engineering leader with 15 years of experience building web services, internal platforms, and live-service systems across public-sector technology and video games. Engineering manager, technical lead, and senior engineer with strengths in delivery, mentoring, and reliability.			
SKILLS	Leadership	Engineering management, People leadership, Technical leadership, Mentoring, Cross-team delivery	Architecture	Web services, Platform architecture, System design, Internal tools
	Technology	Go, JavaScript, TypeScript, Node.js, React, REST, gRPC, AWS	Operations	Live services, Reliability, Launch readiness, Performance testing
EXPERIENCE	Engineering Manager II ZeniMax Media / Bethesda Softworks / XBOX Jun 2023 - Present Rockville, MD Engineering manager for core Bethesda.net platform services supporting Bethesda-published games, live operations, and global launches. ■ Led a team of 14 engineers responsible for Accounts, Commerce, Entitlements, Event Logging, Administrative Tools, and Social systems. ■ Delivered an age-signal enforcement program on schedule and within budget, enabling Bethesda.net to apply data and access controls across login and platform requests in support of international regulatory requirements. ■ Improved delivery across a multi-team program by shifting the work toward smaller, outcome-oriented vertical slices and a layered architecture that could be reused across existing platform services.			
	Lead Staff Software Engineer ZeniMax Media / Bethesda Softworks / XBOX Apr 2019 - Jun 2023 Rockville, MD Technical lead for Bethesda.net administrative tooling used by internal engineering teams and studio partners. ■ Led four engineers in building a shared administrative platform for identity, authorization, auditing, environment separation, product context, and service-specific plugins. ■ Replaced custom UIs, direct API use, and database access with a consistent platform that let service teams own their interfaces without rebuilding common capabilities.			
	Senior Software Engineer ZeniMax Media / Bethesda Softworks / XBOX Jul 2016 - Apr 2019 Hunt Valley, MD Senior engineer and technical lead across Bethesda.net's public web platform and live-service reliability initiatives. ■ Built an ephemeral load-testing platform on AWS ECS that let teams schedule isolated tests through Slack, identify performance bottlenecks, and improve readiness for a major game launch. ■ Helped migrate Bethesda.net to React and a headless CMS, then led work across site performance, localization, marketing, and community initiatives.			
	Senior Software Developer Aquilent May 2011 - Jul 2016 Laurel, MD Full-stack developer and technical lead on federal web applications across health care, public services, research, and enterprise systems. ■ Delivered public-facing applications and integrations for HealthCare.gov, VA systems, and NLM resources, helping users access health, research, and public-service information. ■ Led four developers delivering a HealthCare.gov application that connected users with local enrollment assistance through REST APIs and JavaScript front ends.			
	Technical Management Program University of California, Los Angeles (UCLA) Extension 2024			
EDUCATION	M.S., Information Systems University of Maryland, Baltimore County (UMBC) 2015			
	B.S., Computer Science University of Maryland, Baltimore County (UMBC) Magna cum laude 2011			