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Principal / Staff Software Engineer • Cloud Architect • Founder-Builder

Staff-level software engineer and cloud architect with 30 years of experience building distributed systems and platforms, including public-safety, fintech, and developer tools. Recent founder work delivering mobile-first products and SDK-backed platforms end-to-end. Embraces AI as a force multiplier for design, coding, refactoring, and documentation. Former engineering manager (2022–2025) who remained hands-on in architecture and mentoring.

Core Strengths

- Distributed systems architecture and service boundaries
- Cloud-native platforms, observability, reliability, and performance
- Mobile + backend product delivery ($0 \rightarrow 1$ and $1 \rightarrow N$)
- AI-augmented development workflows and agentic tooling
- Postgres and data modeling (schema evolution, performance)
- Pragmatic leadership across solo, startup, and enterprise contexts

Experience

Progress Rail — Cloud Architect (Staff Engineer scope) • Sep 2025–Present

- Defined the target operating model for a centralized Platform Engineering function, including scope, interfaces, and ownership boundaries with partner teams
- Authored cloud platform requirements spanning Kubernetes, observability, CI/CD guardrails, incident response, and security integration roadmap (Vault/PKI)
- Drove cross-business alignment on shared cloud needs and common service patterns to reduce duplicated platform effort
- Established modernization guardrails for legacy services, including database upgrade-path strategy and service-boundary guidance
- Driving a unified incident management process covering workflow, escalation paths, role clarity, and operational accountability
- Leading adoption of modern engineering practices, including AI-assisted development workflows, to improve delivery quality and team velocity

Cone Crows LLC — Founder / Principal Engineer • Jun 2025–Present Builds (mobile-first social platform for car enthusiasts) • May 2025–Present

- Shipped iOS/Android app (July 2025) plus a lightweight web experience; continuous delivery with ~40 public releases
- Built a Node.js/TypeScript/Fastify/GraphQL backend and a React Native/Expo client in a monorepo
- Implemented auth, database, and file storage with Supabase; email via Resend; observability via Sentry
- Integrated Firebase Analytics, AdMob, and Google Maps APIs for product insights, monetization, and mapping features
- Designed an asynchronous activity feed and event processing pipeline to support high-volume social interactions
- Developed internal tooling: migrations, admin console, synthetic data injector, cron jobs, and integration test suites
- Delivered a full-featured social+logging product spanning activity feeds, events, trip/drive logging, and car-centric workflows
- Added AI-assisted content moderation (Hive HLM) and AI-accelerated development workflows

Grimly (digital grimoire platform) • 2025–Present

- Built a Fastify/TypeScript REST backend, React Native/Expo mobile apps, and a first-class web application with Next.js
- Delivered a shared platform powering Social and Personal Edition (PE) products with privacy-first defaults
- Reused and extended internal tooling (schema migrations, async task processing) from Builds
- AI-first development workflow; majority of implementation produced via AI-assisted coding
- Active alpha user engagement; Personal Edition mobile app available, web app live

Harken (user feedback platform for small dev teams) • Jan 2026–Present

- Built public SDK (React Native/Expo + TypeScript bindings) and REST API; shipped demo apps (including NativeWind)
- Implemented backend in Fastify/TypeScript with Supabase for auth, database, and file storage
- Built web and admin consoles in Next.js; integrated Lemon Squeezy for billing
- Production-ready: delivered end-to-end platform in ~20 days (part-time), validated on iOS and Android via Builds integration

Corvus (open-source planning and decision ledger) • 2026–Present

- Building a general-purpose system for structured planning, commitment tracking, and decision history across long-running work
- Prototyping an append-only model centered on entries, forks, and obligations to preserve context and reduce planning drift
- Publishing in the open with a public demo and repository for experimentation; using real workflow feedback to iterate on guidance and UX

Augur (AI-driven text RPG with adaptive boss encounters) • Feb 2026–Present
- Designed a dual-LLM game architecture: an Engine LLM resolves game state as referee while a structurally isolated Architect LLM controls the boss — information asymmetry enforced by code, not prompting
- Built a RAG-based memory pipeline (impression extraction → tactical summarization → pgvector embedding retrieval) enabling the AI boss to learn and adapt across encounters
- Implemented property-driven object reasoning: the LLM reasons about equipment and ability interactions from first principles, with novel rulings cached as deterministic rules for consistency
- Built a Next.js + Fastify platform with credit-based monetization (Paddle), Supabase auth/RLS, and admin analytics
- Production-deployed and live with real users; full game loop, five distinct exit conditions, and conditions-based health system

AI-augmented delivery (across Cone Crows and personal practice)

- Use LLMs for architecture exploration, code generation, refactoring, testing, and documentation
- Established repeatable prompt/workflow patterns to accelerate delivery
- Prototyped agent-like workflows for backlog triage and planning

Motorola Solutions — Remote Senior Engineering Manager • 2022–2025

- Led architectural strategy and hands-on implementation for mission-critical public safety solutions
- Ran distributed teams across NA; led multiple teams through continuous change and operational improvement.
- Introduced engineering KPIs and led failure-mode analyses to preempt service disruptions.
- Led failure-mode analyses to preempt service disruptions and improve platform resilience

Lead Architect & Technical Strategist • 2019–2022

- Architected cloud-native 911 communication systems, including citizen input (live WebRTC streaming)
- Built media handling and transport layers, improving latency and throughput in real-time systems
- Championed automated testing, modern Java frameworks, and functional programming across teams.
- Served as technical mentor across teams and cross-functional stakeholders

Software Architect • 2016–2019

- Modernized legacy Java call-handling software; isolated critical services toward cloud-first architecture
- Resolved JVM performance and concurrency issues to improve stability under load

Jack Henry & Associates — Birmingham, AL Software Architect • 2014–2016

- Designed a distributed name-matching platform for anti money laundering compliance
- Drove architecture, testing strategy, and stakeholder alignment
- Advanced Linux adoption and modern infra practices across engineering

Selected Technical Skills

- Languages: TypeScript/JavaScript, Java, Kotlin, Rust, SQL
- Backend/API: Fastify, Node.js, REST, GraphQL, OpenAPI (contract-first), Spring
- Frontend/Mobile: React, Next.js, React Native, Expo, Tailwind CSS
- Data & Messaging: PostgreSQL, Supabase, Redis, Kafka, MongoDB, Elasticsearch
- Cloud & Platform: AWS, Azure, Kubernetes, Docker, Linux
- Observability & Ops: Sentry, Prometheus, Grafana, Elastic Stack, incident response workflows
- CI/CD & Tooling: GitHub Actions, Jenkins, Azure DevOps, pnpm monorepos
- AI Engineering: LLM API integration, prompt/system design, RAG patterns, AI-assisted development workflows

Education Computer Science, University of Alabama at Birmingham (incomplete)