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SUMMARY

JavaScript **frontend architect** with 16 years of experience delivering consumer **streaming** applications across **connected TV**, web, mobile, and living-room platforms. Leads architecture for **Google/Android TV**, Fire TV, Samsung, HTML5, iOS, and Android products serving millions of viewers. Brings deep hands-on skill across JavaScript, TypeScript, React/Redux, Solid JS, Flutter, Cordova, HTML, CSS, HLS, MPEG-DASH, DRM, MSE/EME, ExoPlayer, Shaka Player, and Dash.js. Connects UX/UI goals with reliable playback, device constraints, security, accessibility, and release quality. Recent delivery includes Cursor, Claude Code, MCP servers, custom skills, generative AI, agentic engineering, verified code review, and automated testing. Ready to bring practical architecture leadership, empathy for customers, and strong partnership with product, UX, engineering, and senior leaders at BrightArc Media.

EXPERIENCE

Principal Frontend Architect

June 2022 - Present

Northstar Streamworks

Austin, TX

Owns frontend architecture for a multi-platform streaming product spanning connected TV, web, mobile, playback, discovery, and shared engineering practices. Guides six product squads through architecture reviews, strategic direction, delivery decisions, **AI-assisted engineering**, and reliability work supporting a catalog of more than 60,000 movies, episodes, and live channels.

- Set frontend architecture across **Google/Android TV**, **Fire TV**, Samsung, HTML5, iOS, and Android, aligning navigation, playback, and discovery patterns for a consistent viewer experience.
- Directed migration from legacy JavaScript to TypeScript and **React/Redux**, establishing component contracts, linting standards, and review practices that improved delivery consistency across six squads.
- Reworked HLS and **MPEG-DASH** playback with Shaka Player, MSE/EME, and DRM integration, improving recovery for startup, entitlement, and rendition-switching failures found through production telemetry.
- Led **architecture reviews** covering remote-control navigation, focus management, constrained memory, low-bandwidth playback, reliability, security, accessibility, and product tradeoffs.
- Introduced Cursor, Claude Code, MCP servers, and custom skills for repository exploration, test generation, and migration planning, requiring human verification, security review, and automated test evidence before merge.
- Partnered with product, UX, security, and operations leaders on reliability priorities, release quality, customer satisfaction, and platform decisions supporting more than 60,000 catalog items.

Senior Software Engineer, Streaming Frontend

January 2019 - May 2022

Cobalt View Technologies

Seattle, WA

Owned frontend delivery for a consumer video application across smart TVs, mobile devices, and browsers. Combined TypeScript and React/Redux implementation with media architecture, device validation, CI automation, stakeholder coordination, and AI-assisted coding practices for dependable subscription and playback journeys.

- Built TypeScript and **React/Redux** browse, search, detail, and watch experiences, using reusable UI patterns that reduced divergence between web and **connected TV** releases.
- Integrated HLS, MPEG-DASH, DRM, HTML5 media, **Shaka Player**, and **Dash.js**, adding diagnostics for buffering, manifest errors, subtitle failures, and authorization responses.
- Coordinated Fire TV and Samsung architecture reviews with UX and product partners, resolving focus, overscan, input latency, and memory constraints before beta testing.
- Established automated unit, integration, and playback regression coverage in CI, including mocked **MSE/EME** scenarios and device validation for subscription and playback journeys.
- Piloted AI-assisted coding with a documented review checklist, using agent-generated test cases and refactoring suggestions while retaining ownership of design choices and production verification.
- Balanced product scope, performance, playback **reliability**, security, and platform requirements during releases for smart TV, mobile, and browser customers.

Software Engineer II, Web and Device Applications

August 2016 - December 2018

Harborline Digital Media

Portland, OR

Delivered web and device application features for consumer video audiences, connecting editorial priorities with playback, discovery, accessibility, and platform outcomes. Mentored frontend engineers and partnered with native, product, design, and QA teams during a major application redesign.

- Delivered **JavaScript**, **TypeScript**, HTML, CSS, and React features for browser and mobile web audiences, translating editorial requirements into tested playback and discovery workflows.
- Implemented a shared HTML5 media control layer for iOS and Android web experiences, standardizing play, pause, seek, captions, analytics, and error states across application surfaces.
- Added MPEG-DASH and HLS manifest handling with DRM entitlement checks, creating fallback paths for unsupported codecs and intermittent authorization services.
- Developed **Cordova** mobile integrations and partnered with native engineers on ExoPlayer behavior, documenting platform differences for release planning and support investigations.
- Converted **UX** prototypes into keyboard-accessible and remote-friendly components, validating behavior through usability sessions and device-matrix testing with **product** and design teams.
- Mentored four frontend engineers on TypeScript conventions, performance profiling, pull-request **quality**, and incremental delivery during a major redesign.

Frontend Engineer

July 2013 - July 2016

Silver Pine Interactive

Denver, CO

Built frontend experiences for a subscription entertainment service, progressing from feature delivery into independent ownership of account, catalog, recommendation, entitlement, and playback workflows. Worked closely with UX, analytics, QA, and release partners across web and early smart TV clients.

- Built responsive **JavaScript** and **HTML5** interfaces for subscription entertainment customers, taking ownership of account, catalog, and playback workflows from implementation through support.
- Created React components and Redux state models for content rows, recommendations, parental controls, and entitlement-aware navigation used by web and early smart TV clients.
- Integrated **HLS** playback and analytics events with a vendor media layer, tracing startup and buffering issues through browser tools, network captures, and structured error logs.
- Collaborated with UX designers on responsive layouts, loading states, keyboard interactions, and video controls for customers using varied browsers and screen sizes.
- Added **CSS** performance improvements, lazy loading, and image-selection rules that reduced unnecessary work on lower-powered devices without changing editorial presentation.
- Documented frontend conventions and release checklists, giving new developers a practical path through testing, **code review**, accessibility checks, and production support.

Junior Frontend Developer

August 2010 - June 2013

Mesa Grove Software

Phoenix, AZ

Developed consumer media portal features under senior **engineering** guidance, building early frontend depth across JavaScript, HTML, CSS, React, HTML5 video, HLS, testing, responsive UX, and release communication. Contributed safely through peer review, device testing, and incremental delivery.

- Developed **JavaScript**, **HTML**, and CSS features for a consumer media portal under senior guidance, translating wireframes into tested catalog and account experiences.
- Implemented early React prototypes and reusable presentation components that helped evaluate a transition from server-rendered pages to a modern frontend architecture.
- Added HTML5 video controls, caption handling, and basic HLS integration for on-demand content, documenting browser limits and fallback behavior for QA.
- Wrote unit tests and browser regression checks for navigation, forms, and playback states, resolving defects found during pre-release device testing.
- Used Git, issue tracking, and peer review practices to deliver small increments safely while building skill in performance profiling and responsive UX.
- Prepared technical demonstrations and release notes for product and support stakeholders, improving shared visibility into media features and known platform constraints.

PROJECTS

Connected TV Playback Reliability Program 📅 2024

Created a cross-platform playback reliability program for Google/Android TV, Fire TV, and Samsung. Combined Shaka Player diagnostics, HLS, MPEG-DASH, DRM, MSE/EME, device testing, and recovery analysis so product teams could act on viewer-impacting failures with clearer evidence.

Agentic Frontend Migration Toolkit 📅 2023

Built a verified workflow using Cursor, Claude Code, MCP servers, and custom skills for unfamiliar-codebase ramp-up, TypeScript migration planning, test generation, and review support. Human approval, security checks, and automated evidence kept agent output useful and safe.

Accessible Media Experience Framework 📅 2021

Created shared React and Redux patterns for browse, search, captions, remote navigation, focus management, and HTML5 playback across web and connected TV. Close work with UX and QA produced a more consistent experience for keyboard and remote-control users.

LEADERSHIP & AWARDS

- Engineering Excellence Award, Northstar Streamworks, 2024
- Innovation Award for AI-Assisted Testing, Northstar Streamworks, 2023
- Platform Reliability Recognition, Cobalt View Technologies, 2021

EDUCATION

Bachelor's Degree in Computer Science
Arizona State University GPA: 3.7
Coursework: Algorithms, Human-Computer Interaction, Software Engineering, Web Development, Computer Networks

2010
Tempe, AZ

CERTIFICATIONS

- AWS Certified Developer - Associate 📅 2021
- Google UX Design Professional Certificate 📅 2018

TECHNICAL SKILLS

- **Frontend Languages:** JavaScript, TypeScript, HTML5, CSS
- **Web Frameworks:** React, Redux, Solid JS
- **Cross-Platform Apps:** Flutter, Cordova, HTML5
- **Streaming Protocols:** HLS, MPEG-DASH, MSE/EME
- **Media Playback:** Shaka Player, Dash.js, ExoPlayer
- **Digital Rights:** DRM, entitlement checks, authorization flows
- **Connected TV:** Google/Android TV, Fire TV, Samsung
- **Mobile Platforms:** iOS, Android, mobile web
- **Quality Engineering:** Unit testing, integration testing, playback regression testing
- **AI Engineering:** Cursor, Claude Code, MCP servers
- **AI Development Practices:** Generative AI, agentic engineering, custom skills
- **Delivery and Source Control:** CI/CD, Git, code review
- **Experience Design:** UX/UI design, accessibility, focus management
- **Performance Engineering:** Performance profiling, low-bandwidth optimization, memory constraints
- **Architecture and Operations:** Architecture reviews, reliability engineering, security review

SKILLS

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|---------------|-----------------------|------------------------|-------------------------------|
| • JavaScript | • Flutter | • UX/UI Design | • Generative AI |
| • TypeScript | • Cordova | • Architecture Reviews | • Agentic Engineering |
| • React/Redux | • Streaming Protocols | • Technical Strategy | • Cross-Functional Leadership |
| • Solid JS | • Connected TV | • Automated Testing | |

PROFESSIONAL AFFILIATIONS

- Frontend Architecture Guild Facilitator, Northstar Streamworks, 2022 - Present
- Streaming Technology Mentorship Lead, Cobalt View Technologies, 2020 - 2022
- Arizona State University Computer Science Alumni Mentor, 2018 - Present

LANGUAGES

- English (Native)
- Spanish (Proficient)

ADDITIONAL INFORMATION

Work Status : Authorized to work in United States. No sponsorship required.

REFERENCES

AVAILABLE ON REQUEST