

SUMMARY

Technical Program Manager with a software engineering background, focused on design systems, engineering operations, platform planning, developer productivity, and cross-functional execution. Currently supports a horizontal design system team across web, Android, iOS, and email, improving visibility, prioritization, measurement, delivery confidence, and operational efficiency.

SKILLS & TOOLS

Program Management: Cross-functional planning, roadmap inputs, prioritization, stakeholder alignment, execution tracking, dependency management, support intake, status reporting, process improvement

Tools: Jira, Confluence, Slack, Google Workspace, Figma, ChatGPT, Codex, Claude Code, Replit, Airtable, Databricks

EXPERIENCE

Zillow Group, Inc., *Technical Program Manager*, Jun 2025 – Present

TPM for a horizontal design system team supporting designers and engineers across 4 platforms: web, Android, iOS, and email.

- Owned TPM operating systems for cross-platform design system work, creating clearer visibility into priorities, execution status, dependencies, and platform-support needs
- Drove cross-functional planning with design, engineering, product, data, and program stakeholders, translating usage insights into roadmap inputs, support priorities, and execution plans
- Improved engineering operations through Jira workflow standardization, issue categorization, recurring planning agendas, intake/support tracking, and clearer ownership models
- Built reusable enablement infrastructure for planning rituals, AI-assisted workflows, project management practices, and cross-functional events to improve team alignment and operational consistency

Zillow Group, Inc., *iOS Engineer*, Oct 2022 – Jun 2025

iOS Engineer on the Zillow Group design system, working in UIKit and SwiftUI.

- Implemented and updated iOS design system components in UIKit and SwiftUI, supporting partner team requests and larger company-wide initiatives
- Collaborated with design, engineering, accessibility, and product stakeholders to deliver reusable components that improved consistency and reduced implementation effort across product teams
- Built deep design systems and platform context that informed transition into Technical Program Management for Design Foundations

Mahana Therapeutics, *Senior iOS Engineer*, Nov 2021 – Aug 2022

Senior iOS Engineer building FDA-authorized digital therapeutics products for chronic condition treatment.

- Implemented internationalization across the main app and dependent packages, deep links, feature flags with LaunchDarkly, converted a web-based login system to a native solution

- Contributed to the core and research apps using RxSwift, Combine, Swinject, SwiftUI, Snapkit, GraphQL with Apollo, SPM, MVVM-C

Citizens Financial Group, Senior iOS Engineer, Vice President, Mar 2021 – Nov 2021

Senior iOS Engineer on the Citizens Bank app, supporting mobile banking features, platform coordination, and biweekly release delivery.

- Led mobile engineers in turning business requirements and designs for new features into stories, scheduling the work, and passing timeline up to the owner
- Worked with the other pods and release manager to provide release candidates on a biweekly schedule
- Collaborated with other platforms and server team in establishing new apis for new features, and implemented them within the app
- Worked with other iOS engineers within the company to update the app with MVVM architecture, modernize design styles, and implement linting

O'Reilly Media, Inc., iOS Engineer, Sep 2018 – Mar 2020

iOS Engineer on the O'Reilly/Safari Queue app, supporting search, book reading, video playback, live training, playlists, and events.

- Implemented and supported core app features including content playback, playlist sharing and management, content downloading, user permissions, and more
- Worked with the microservices teams to consume and correctly report usage, and authenticate users
- Helped convert the app from Objective-C to 100% Swift
- Drove quality standards initiatives; implemented SwiftLint, asset catalogs, and universal app links; maintained the release calendar and acted as release manager

ManyHands, Founder and Principal Developer, May 2018 – Mar 2021

Founded and built Potluck, an app for coordinating potlucks and group dinners.

- Created project specifications, epics, user stories, wireframes, user flows, and technical documentation for Potluck, a group meal coordination app
- Built the app in Swift with Firebase authentication, database, server functions, analytics, and dynamic links

Mobiquity, Inc., iOS Developer, Jul 2016 – May 2018

iOS feature lead for an enterprise retail app supporting rewards, mobile ordering, messaging, loyalty integration, and in-app payments.

- Led iOS feature development for an enterprise retail app, including rewards, mobile ordering, messaging, loyalty integration, payments, release management, testing, CI, and AWS API collaboration

EDUCATION

The Iron Yard, Orlando, FL, *Intensive iOS Development Course with Swift and Objective-C*

Rollins College, Winter Park, FL, *Computer Science*

University of Central Florida, Orlando, FL, *English and Sociology*