

PROFILE

Senior technology leader who improves how engineering organizations operate, combining **25+ years of hands-on engineering and architecture** with the organizational judgment to stabilize difficult programs, build enduring engineering communities, and translate technical strategy into measurable outcomes.

Pragmatic first-principles systems thinker whose approach is informed by sustained study of computing history and its mathematical foundations. Separates underlying constraints from inherited process, makes trade-offs visible, and turns ambiguity into durable technical and organizational systems. Has earned executive-level influence through credibility rather than authority across architecture, Agile transformation, platform engineering, developer experience, and agent-assisted delivery. Since 2022, has remained hands-on as the independent, part-time open-source developer behind Counterfact, a local-first API simulation backend and developer tool with 160+ GitHub stars.

CORE COMPETENCIES

Enterprise Architecture	Systems Thinking	Technical Program Leadership
Engineering Leadership	Agile Transformation	Architecture Governance
Developer Experience	Agent-Assisted Software Delivery	Monorepo Architecture
Backend Developer Tooling	Technology Portfolio Management	Architecture Decision Records
Design Systems	CI/CD	Test Automation
Stakeholder Alignment	Change Leadership	Community Building
Accessibility Engineering	UX Architecture	Workflow Redesign
Local-First Software	Cross-Functional Leadership	Frontend Architecture
React (Recent Project Delivery)	Platform Engineering	System Design
API Design	Component Architecture	Test-Driven Development

OPEN SOURCE CONTRIBUTIONS

Counterfact · counterfact.dev

Independent Open-Source Developer (Part-time)

2022 - Present

Created to eliminate a systemic bottleneck in enterprise software delivery: front-end teams blocked waiting on backend dependencies, unstable environments, and governance constraints.

- Designed and implemented a local-first TypeScript/Node.js backend and developer tool that generates fully controllable, stateful simulated APIs from OpenAPI specifications and runs on developers' workstations without cloud infrastructure, production access, or stable shared environments.
- Provides a deterministic API simulation and evaluation environment for AI agents, enabling repeatable testing of success, failure, rate-limit, and stateful scenarios without production access or cost.
- Authors and maintains extensive public developer documentation while transforming API contracts into executable documentation, improving system understanding and enabling parallel development and contract-first design.
- Created Counterfact and wrote all of its code except for a few small patches from other open-source contributors. Maintains its documentation, agent guidance, and architectural decision records.
- Designed an issue-driven, agent-assisted delivery workflow that delegates decomposition and implementation while using TypeScript, TDD, linting, CI gates, human acceptance testing, and release automation to constrain probabilistic output.
- Shipped 25 releases in 2026 through August using an issue-driven workflow. Static types, tests, linting, CI, human review, and acceptance testing gated each change.

PROFESSIONAL EXPERIENCE

Ulta Beauty

Enterprise Architect · Contract

Apr 2026 - Jul 2026

- Designed and socialized improvements to the Architecture Review Board process within the first eight weeks, introducing greater transparency, pre-read review, queue-based flow concepts, and AI-assisted analysis.
- Partnered with Cognition's forward-deployed engineering and sales teams to pilot Devin across five enterprise use cases, evaluating agent-assisted development workflows and adoption considerations.

Walgreens

Director, Technical Program Management

Jul 2025 - Apr 2026

- Partnered with the CIO to pilot Slack for 1,500 eligible employees within a 6,000-person technology organization, improving transparency and reducing communication friction across distributed engineering teams.

Walgreens · continued

Jul 2025 - Apr 2026

Director, Technical Program Management

- Restored executive confidence in a failing Agile transformation within 60 days by consolidating three siloed coaching efforts into a unified function serving ~12 teams, establishing a shared backlog and operating model that helped participating teams **reduce cycle time by ~67%**.
- Built and sustained multiple engineering communities - including Engineering Accelerator and a mob programming practice - and led a roughly 200-person weekly Architecture Assembly through a leadership transition, coordinating speakers, content, communications, and community partnerships.
- Took the initiative to lead a rapid enterprise migration from Miro to Figma before contract renewal, coordinating the transition and avoiding approximately \$300,000 in renewal cost.

Walgreens

Aug 2024 - Jul 2025

Enterprise Architect

- Expanded and operationalized the company's first enterprise technology portfolio platform after originating it as a hands-on prototype while serving as Web Front End Architect; mapped ~800 technologies and enabled leadership to identify duplication, assess risk exposure, and prioritize modernization and investment decisions.
- Served as the most active contributor in the Extended Leadership Team (XLT) - a forum of ~120 VPs and directors - as the lowest ranking participant, with direct support from the CIO and his leadership team.
- Developed a values-aligned architecture-principles framework for a nascent Enterprise Architecture organization, making trade-offs across business alignment, security, cost, customer experience, operational efficiency, simplicity, and resilience explicit and actionable.
- Designed and piloted an AI-assisted ADR coach based on Andrew Harmel-Law's Architecture Advice Process, testing it on two real architecture decisions involving LDB consumer discovery and a Walgreens Health static-site-generator choice.

Walgreens

Aug 2021 - Aug 2024

Web Front End Architect

- Defined front-end architecture standards and practices for Walgreens digital platforms - establishing a shared technical vision, recruiting and mentoring engineers, and enabling consistent delivery across multiple product teams.
- Architected a shared UI platform and component library using Web Components (Lit), TypeScript, ESLint, Jest, Stryker, Playwright, Storybook, Style Dictionary, and GitHub Actions to enable consistent front-end development across teams.
- Recruited and developed a five-person front-end team, then led it to rebuild and ship an offline-first, localized in-store application in about two months after a much larger vendor effort had stalled for six months, using Web Components (Lit), TypeScript, Service Workers, Contentful, automated testing, and CI/CD.
- Implemented cache invalidation with a small script and VCL on the open-source Varnish Cache used by Drupal on Walgreens.com, eliminating the need for Varnish Enterprise support.
- Reframed a hardware-dependent requirement through direct user discovery, eliminating a print-mail-rekey workflow across approximately 8,000 stores before a compliance deadline and saving an estimated 24,000 labor hours annually.
- Averted a high-risk CMS licensing crisis affecting ~8,000 retail stores by rapidly aligning stakeholders across Technology, Product, Legal, and Clinical - leveraging an informal cross-functional network built through a 3-year engineering book club (20+ participants) to bypass traditional escalation paths and resolve the issue before it disrupted store operations.
- Designed and implemented a true CI/CD system (commit to deployment in minutes) with layers of rigorous static analysis and automated tests.

Jack Henry & Associates

Jan 2018 - Aug 2021

Software Engineering Manager / UX Architect

- Managed 11 JavaScript and C# engineers across Treasury Management's UI and sustain teams.
- Stabilized the Treasury Management sustain team by introducing Kanban to make the work and cycle time visible.
- Built the UI team for Treasury Management, introduced mob programming to help engineers learn the application and delivery practices, and built a monorepo supporting its JavaScript and C# application development.
- Designed and implemented a scalable design system adopted across multiple enterprise applications that **reduced UI development time for new features by ~90%** through reusable components and consistent patterns.
- Built Omega with the UI team, a Web Components platform and domain-specific language that decoupled ACH and wire-transfer rules, reusable UI behavior, and white-label branding; led the AngularJS-to-Web Components migration and supported a 10x productivity improvement.
- Led a four-person cross-functional team to deliver a Treasury mobile application in approximately six months, establishing Scrum, CI/CD, automated testing, and recurring feedback sessions with two early-adopter banks.

Siemens PLM Software

Jun 2017 - Jan 2018

Advanced Software Engineer

- Audited test-automation status across more than 20 repositories maintained by different teams and spanning Java, JavaScript, C#, Python, and Scala; documented coverage, pass rates, and CI-gate status in a spreadsheet shared with the director.
- Led quality engineering initiative that reduced open defect backlog from 500+ issues to fewer than 100 within two months.

FIS

Dec 2015 - Jun 2017

Lead User Experience Engineer

- Introduced automated unit testing, increasing test coverage from 0% to ~70% within one year.
- Turned around the over-budget and behind-schedule Unity platform by modernizing the UI codebase to ES6, introducing CI/CD and TDD, using codemods to accelerate refactoring, and guiding three teams through an Agile transformation - the product later became a flagship FIS offering.

Bottomline Technologies

Dec 2012 - Dec 2015

Senior UI Architect / Developer / Scrum Master

- Led a team of approximately 30 developers responsible for HTML, CSS, and JavaScript delivery.
- Led accessibility compliance initiative achieving WCAG compliance within six months.
- As Scrum Master, helped the UI architecture team double delivery velocity within three sprints by improving workflow and team collaboration.
- Owned the UI architecture roadmap and front-end development standards for an online commercial banking application used by some of the world's largest financial institutions.
- Designed and built a BI platform UI as the sole front-end contributor, working directly with the CTO on a strategic initiative and independently learning data warehouse architecture in the process.

Ally Financial

Nov 2010 - Nov 2012

Senior Web Presentation Architect

- Built customer-facing front-end experiences for Ally.com, reaching millions of consumer banking users.
- Launched Ally.com's first mobile web experience, establishing mobile banking as a delivery channel at a pivotal moment in the industry's shift to mobile.
- Built an interactive CD-laddering tutorial and calculator using JavaScript and Raphaël/SVG.
- Designed a reusable, automated-test-backed JavaScript charting library that replaced a third-party dependency and powered calculators, financial tools, and investor-relations visualizations across Ally.com.
- Championed Test-Driven Development and authored the team's JavaScript style guide, establishing engineering standards during the organization's transition to modern web development.

American City Business Journals

Oct 2000 - Nov 2010

Lead Developer / Web Developer

- Owned long-lived full-stack platforms spanning content management, search, messaging, identity integration, and internal tools while mentoring developers and advising management on software construction, usability, data architecture, and configuration management.
- Rebuilt SportsBusinessDaily.com in Django as a full-stack implementation.

SELECTED PROJECTS

- Taught Test-Driven Development to teams at Ally, FIS, Jack Henry, and Walgreens. Separately, published developer-education materials including a [CharlotteJS AMD presentation](#), a [CharlotteJS ESLint presentation](#), and a [visual Git lunch-and-learn](#).
- Authored and maintains [using-temporary-files](#), a public TypeScript/Node.js utility for real-file-system tests with automatically disposed temporary directories; evolved its API for JavaScript explicit resource management and migrated its tests to Node's native runner with Node 22/24 CI.
- Built and published [AI Draft Buddy](#), a static React/TypeScript and ProseMirror writing tool that tracks initial, pasted, and typed words through edits, paste, undo, and redo; documented a gated AI-assisted product workflow and verified privacy boundaries with unit and Playwright tests.

TOOLS & TECHNOLOGIES**LEADERSHIP & ENGINEERING PRACTICES**

Engineering Leadership, Technical Mentoring, Mob Programming, Architecture Community Building, Cross-Functional Leadership, Stakeholder Alignment, Agile Transformation

ARCHITECTURE & GOVERNANCE

Enterprise Architecture, Platform Architecture, Front-End Architecture, System Design, Architecture Decision Records (ADRs), Architecture Reviews

DEVELOPER EXPERIENCE & DELIVERY

Developer Tooling, Internal Platforms, Development Workflow Design, Engineering Productivity

FRONTEND & ACCESSIBILITY

Component Architecture, Design Systems, UI Platforms, Angular, Accessibility Engineering, WCAG / ADA Accessibility, UX Architecture, React (Recent Project Delivery), JavaScript, TypeScript, HTML, CSS, Web Components (Lit), Responsive Design

DATA, APIS & BACKEND TOOLING

REST APIs, API Design, OpenAPI Specifications, Node.js, TypeScript, Local-First Development, API Simulation

QUALITY, BUILD & COLLABORATION

Jest, Playwright, Test-Driven Development (TDD), Quality Engineering, GitHub Actions, Azure DevOps, Release Automation