

EXPERIENCE

Full Stack Developer

TobyX

09/2018 – Present

Waterloo, Ontario

TobyX is a hotel solution digitizing aging hotel infrastructure, tobyx.io

- Created a Facebook messenger bot system, giving our clients a more modern and robust way to communicate with guests
- Made with AWS Lambda (Node.js) allowing for reduced operating costs, easy maintenance, and a serverless architecture

Software Developer

Waterloop

09/2018 – Present

Waterloo, Ontario

University of Waterloo's SpaceX Hyperloop challenge team, teamwaterloop.ca

- Created the logging infrastructure for the central control unit, enabling the team to have persistent data collection over multiple runs on all attached sensors
- Made with SQLite3 and C++ allowing for lower profile design while still maintaining performance and accessibility

Web Developer

Don Mills C.I. Library

09/2017 – 06/2018

Toronto, Ontario

- Created SchedMgr, an online application that simplifies and increases the workflow of school librarians by digitizing how volunteer hours are tracked and awarded
- Made with MySQL, PHP, JS and utilizes AJAX calls to the backend API, allowing for lag-free transactions

AWARDS AND ACHIEVEMENTS

WorldSkills 2019 Team Canada Prospect

Team Canada Candidate in the upcoming WorldSkills 2019 competition in Kazan, Russia for Web Development

Gold Medalist - Skills Canada (2017 – 2018)

Two time Gold Medalist in Web Design and Development.

Top Ranking Secondary Competitor - Skills Ontario

Achieved the highest score in the Technology Sector across all secondary competitors in Canada's largest skilled trade and technology competition

Colonel Hugh Heasley Engineering Scholarship

Recipient of scholarship awarding outstanding students entering first-year studies in the Faculty of Engineering at the University of Waterloo

EDUCATION

Candidate for BAsC Computer Engineering

University of Waterloo

09/2018 – 06/2023

PROGRAMMING LANGUAGES

Java

C/C++

JavaScript

PHP

HTML/CSS

SQL

C#

PROJECTS

Continuum

Hack the North

09/2018

- Continuum is a 2D puzzle game set in a 3D world
- Created by only rendering a 2D cross-section of the world, where the player only controls their 3D rotation and movement in the z-axis
- Made with Unity3D with C#, and recognized as winners in Canada's largest hackathon

LaFi

MasseyHacks III

04/2017

- LaFi is a data transmission device built with C++ and a pair of Raspberry Pi's that rapidly blink lasers to transfer binary data over the air
- Finished 1st Place in Canada's largest MLH high school hackathon

IdeaShare

Hack the North

09/2016

- IdeaShare is an online platform for idea distribution
- Powered by a Java backend using TextRazor Natural Language Processing API to assign tag clouds for each submission
- Recognized as Top 12 Winners by a panel of industry-leading judges

TECHNICAL SKILLS

Linux

Docker

Git

Raspberry Pi

API Development

Server Administration

Amazon Web Services