

About me

I'm a user-oriented computer engineer who has professional experience prototyping, profiling and seeing projects through conception to completion.

Passionate about using best tools for the job, I started a developer tools business with a friend.

I learned a great deal about sales, interacting with customers and became proficient with Adobe Photoshop, Illustrator, Premiere. The company's intellectual property was subsequently acquired by Microsoft.

For side projects, I enjoy working with hardware, wood, laser cutters, Arduinos and VHDL.

Experience

Microsoft

Senior Software Engineer

July '16 - present

Seattle, WA

Works on the Visual Studio editor team

Code Connect

Co-founder

Jan '14 - June '16

Waterloo, ON; Vancouver, BC

Created Alive - interactive programming environment for C# developers and educators

Built Visual Studio extensions using Roslyn compiler, TDD, MVVM and async patterns

Managed code performance to ensure best UX when software executes complex operations

Took promotional videos, designed marketing material, attended conferences, meetups and private demos

Amazon.com

Software Engineering intern

Sept - Dec '13

Seattle, WA

Developed front end and back end of feature that changed capabilities of the ordering pipeline

Designed new user interfaces and evaluated their usage patterns using A/B testing

Schlumberger Information Solutions

Software Engineering intern

Jan - Apr '12

Stavanger, Norway

Designed and developed WPF interface to control lights in three dimensions (Patent US20120254781)

Created and implemented a novel approach to visualization of seismic data (Patent US20130235696), allowing for higher quality, fully interactive and real time rendering of geological features in 3D

Built software prototypes for working with novel input devices

Education

Univeristy of Waterloo

Sept '09 - Apr '14

Bachelor of Applied Science,

Honors **Computer Engineering** with **cognitive science minor** and distinction.

Favorite courses: Adaptive algorithms, Compilers, Cognitive processes,

Computer architecture, Intro to cognitive science, User centered design methods

Achievements

2016: awarded Microsoft MVP

2014: Code Connect won Velocity Fund pitch competition

2014: Code Connect Won of 4th Year Design Cup at Computer Engineering class of 2014 symposium

2013: in a team of two, won hackaton at Canadian Undergraduate Software Engineering Conference

2012: awarded Patents US20120254781 and US20130235696

2005: awarded *Map of the week* for a Quake-based video game level :)