

SOFTWARE ENGINEERING | 3A

Languages & Tools _

Languages C / C++, Java, JavaScript, Python, Groovy, Scala, HTML / CSS **Frameworks & Tools** ROS, React, Flask, Spring, Maven, Selenium, OpenCV, Git, Bash

Experience ____

Avidbots Corp Waterloo, ON

SOFTWARE DEVELOPER - PATH PLANNING | C++

Sep 2018 - Dec 2018

- Integrated and optimized Dubins curve path planner to determine the optimal shortest path between calculated search poses with path-smoothing algorithm, improving performance by 30%
- Extended dynamics control over motion primitives to account for obstacles avoidance and zone-specific settings
- Implemented event-triggered updates to minimize occupancy grid refresh frequency and reduce CPU usage by 120%
- · Created custom visualization plugins to display deflection grid of viable areas during path searches

Veeva Systems Toronto, ON

SOFTWARE ENGINEER | JAVA & GROOVY

Jan 2018 - Apr 2018

- Performed optical character recognition and table extraction methods to obtain 75,000+ records from scanned PDFs
- Sanitized raw data with an ETL pipeline and utilized fuzzy matching techniques to achieve a 90% match rate with internal databases
- Automated data collection of over 50 sites with Selenium scripts
- Trained OpenCV HAAR cascade classifiers for **facial detection** of 100,000+ image datasets
- Created interactive Selenium UI and integration tests for Spring web application

Accedo Toronto, ON

MULTI-PLATFORM DEVELOPER | BRIGHTSCRIPT

May 2017 - Sep 2017

- Developed UI for playlist playback with skipping, replay, and fast-forward functionalities
- Enhanced user login system to incorporate personalized features such as curated playlists
- Refactored API structure to reduce redundant calls and provide extended access to premium user accounts

Quanser Consultant Inc.

Markham, ON

SOFTWARE DEVELOPER | C++ & LABVIEW

Jul 2015 - Aug 2015

- Incorporated dead reckoning with positional information from SPI encoders and gyroscope calculations for tracking robot movement
- Developed an **object tracking system** by analyzing RGB data obtained from the Xbox360 Kinect
- · Constructed dynamic depth map of robot's immediate surroundings through analysis of infrared ray casts

FIRST Robotics Team 4001

Thornhill, ON

TEAM CAPTAIN & LEAD PROGRAMMER | LABVIEW

Sep 2012 - Jun 2016

- Led a team of 85 members to win FRC Toronto Regional and placed top 10 in the World Championship
- Improved robot performance by over 40% through an automated control with Proportional Integral Derivative control
- · Received Engineering Inspiration, Creativity, and Industrial Design Awards for innovative robot design

Projects _____

WLP4 Compiler

SCALA & MIPS ASSEMBLY

- Detected syntax, semantic, and lexicographic errors with context-sensitive analysis
- Supported nested functions, pointer allocation, linkers and loaders, and automatic garbage collection

Education

University of Waterloo

Waterloo, ON

BACHELOR OF SOFTWARE ENGINEERING

2016 - 2021