

Proficiencies

Languages: Python, Javascript, Scala, C++, Ruby, Racket, C, PHP
Front End: Backbone, jQuery, underscore, Meteor
Back End: Spark, Hadoop, Hive, Django, MongoDB, MySQL
Familiar with: Unix, Git, MVC, Distributed Systems, Data Science

Experience

Polar

Jan 2016 – Apr 2016

Software Engineer: Analytics Team

- Worked on data aggregators written in **Python** and **Clojure**.
- Built a large portion of a new **Spark**-based analytics pipeline.
- Created distributed VM clusters for testing **Hadoop** and **Spark**.

Hootsuite

May 2015 – Aug 2015

Software Engineer: Publishing Team

- Worked on the publishing and posting workflow in Hootsuite's main web dashboard, across both the front end and back end.
- Became lead developer on the Hootlet **Chrome Extension**.

Polar

Sept 2014 – Mar 2015

Software Engineer: Customer Success Team

- Designed native ad placements and wrote scripts to dynamically insert them into high-traffic publisher webpages.
- Developed cross platform publisher apps (**iOS** and **Android**).

Projects

ChamberCrawler3000

- Roguelike terminal-based game written in **C++** in a group of 2.

PokéPrint 📄 git.io/vm9b

- Pokédex for your terminal. Built with **Node.js** and the PokéAPI.

LinkBreaker 📄 git.io/vm9P

- Minimal **Chrome Extension** which transforms links on a page into bricks and starts a game of brickbreaker.

Education

University of Waterloo (Waterloo, ON)

Sept 2013 – Jun 2018
(expected)

3B Honours Computer Science, Co-op
Management Studies Minor