

## 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, Xcode, Git, MVC, Distributed Systems

## 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

- Made a roguelike text-based game written in **C++** in a group of 2.
- Utilized core **OOP** concepts and design patterns.

### LinkBreaker

- Built a Minimal **Chrome Extension** at YHack '15 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