

EXPERIENCE

Tumblr • Android Core Engineer • Manhattan, NY Jan. 2018 to April 2018

- Focussed on app performance and feature integration as part of Tumblr's Android Core Team
- Set up infrastructure for assets to be dynamically loaded at runtime instead of downloaded with the app **[Java]**
Impact: **9%** decrease in android app .apk size. Reduction in start-up time. Assets are easily updatable
- Added new system for cloud messaging • Reconfigured app and server to reduce image requests **[Java/PHP]**

Wish • Full-Stack Product Engineer • San Francisco, CA May 2017 to Aug. 2017

- Worked on Wish's line of E-commerce Android and iOS applications and website
- Full-stack development of feature that incentivises users to review new products **[Java/Python/Mongo]**
Impact: **938%** increase in sales of new products; **96%** user engagement in feature
- Launched a new promotion that boosts app usage with a random daily giveaway of products **[Python/SQL]**
Impact: **2%** increase in revenue; **5%** increase in daily active users
- Implemented two new payment methods to accommodate low liquidity users **[Java/Swift/JS]**

UW Robotics Team • Project Manager • Waterloo, ON Sept. 2016 to Dec. 2016

- Delegated tasks to teammates, managed funds, and integrated the software and hardware components
- Created music-playing and room-navigating robots which won second place **[C/C++/Arduino]**

SKILLS

Proficient

Java • Python • C • C++ • Lua

Familiar

Kotlin • Scala • Arduino
JavaScript • HTML/CSS • C#
PHP • Swift • Assembly

Technologies

Android • Mongo • SQL
Firebase • Unity • OpenCV
Flask • Node.js

EDUCATION

University Of Waterloo **Software Engineering**

Candidate for BSE in 2021

96.2% Cumulative Average

SCHOLARSHIPS

- **First in Class Engineering Scholarship (2nd Year)**
- Scotiabank and UW Software Engineering Scholarship
- UW President's Scholarship

PROJECTS

Online Roblox Games [Lua] 📄

- Developed several popular youth games for the Roblox platform
- Accumulated over **44 million plays** and earned over **\$73,000** in profit
- Work includes code maintenance, advertising, and customer support

Pronto [Java/Python] 📄

- Android app that uses linear regression machine learning to sort the daily messages in congested Facebook group chats

inSight [C#/OpenCV/ARKit/TensorFlow/Arduino] 📄

- Designed and created a hands-free augmented reality headset
- Image tracking on pupils and image recognition on the environment allows users to learn about their surroundings and control IoT devices

A.I. Labs [Java/JS/Lua] 📄

- Android app allowing users to create and face off AIs for arcade games
- Built a mobile IDE equipped with syntax highlighting and autocomplete

Pixel Planet [Python/Java/Mongo/Firebase]

- Turns the Google Maps globe into a shared canvas for users to paint on
- In-app user interaction through friends, messaging, and communities

AWARDS

- Overall Winner at Hack the North 2017
- First Place at Greylock Hackfest, \$10,000 2017
- Hardware Hack Winner at Yale's YHacks Hackathon 2016
- Featured in the Toronto Star for **99.33%** Graduating Average 2016
- Governor General's Academic Medal 2016
- First Place in ECOO Team Programming Competition, Provincials 2016