

EXPERIENCE

Wish • Mobile Software Engineer • San Francisco, CA

May 2017 to Aug. 2017

- Worked on Wish's global 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]**
- Contributed to major redesign of the product reviewal process for Android and iOS **[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++]**

SKILLS

Proficient

Java • Python • C#
C • C++ • Lua

Familiar

JavaScript • Swift • Scala
Arduino • CSS • HTML

Technologies

Git • Subversion • Android
Mongo • SQL • Firebase
Unity • OpenCV • Node.js

EDUCATION

University Of Waterloo Software Engineering

Candidate for BSE in 2021

96.7% 1A • 95.6% 1B
Dean's Honours List

SCHOLARSHIPS

- Scotiabank and UW Software Engineering Scholarship, \$15,000
- UW President's Scholarship, \$5,000

PROJECTS

Online Roblox Games [Lua]

- Developed several popular youth games for the Roblox platform
- Accumulated over **37 million plays** and earned over **\$52,000** in profit
- Work includes code maintenance, advertising, and customer support

Pronto Android App [Java/Python]

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

Hands-Free Snake [C/Java/OpenCV]

- Computer vision arcade video game that is controlled exclusively with facial expressions for use by children suffering movement disabilities

SportiGO Android App [Java/JS/Firebase]

- Crowd-sourced Android app which allows users to organize and join sporting events in their community

A.I. Labs Android App [Java/JS/Lua]

- App that teaches programming and AI design by having the user create and face off AIs for arcade games right from their phone
- Created a mobile IDE equipped with syntax highlighting and auto-complete
- Synchronized viewing of the AI battle for all participants

AWARDS

- 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
- Software Winner in UW Tech Retreat Hackathon 2015