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EXPERIENCE

Wish • Mobile Software Engineer • San Francisco, CA

May 2017 to Present

- Worked on Wish's global line of E-commerce Android and iOS applications and website
- Individually launched a new Android feature that incentivises users to review more products [Java/Python]
- Implemented a new payment method to accomodate low liquidity users [Java/Python]

UW Robotics Team • Project Manager • *Waterloo, ON*

Sept. 2016 to Dec. 2016

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

No Frills Supermarket • Cashier • Mississauga, ON

June 2014 to Oct. 2014

- Developed strong communication skills and customer service experience
- Applied programming skills to create software that retrieved product codes [Java]

SKILLS

Proficient

Java ● Python ● C# C • C++ • Lua

Familiar

JavaScript • Swift Arduino ● CSS ● HTML

Technologies

Git • Subversion • Android MongoDB • Firebase Unity • OpenCV • Node.js

EDUCATION

University Of Waterloo

Software Engineering

Candidate for BSE in 2021

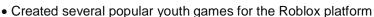
96.7% 1A • 95.6% 1B **Dean's Honours List**

SCHOLARSHIPS

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

PROJECTS

Online Roblox Games [Lua]



- Accumulated over 27 million plays and earned over \$29,000 in revenue
- 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 arcarde 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 Als 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

 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