

## EDUCATION

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<b>Waterloo, ON</b>	<b>University of Waterloo</b>	<b>Sept 2013 - Dec 2018</b>
<ul style="list-style-type: none"><li>• <b>Major:</b> BSc - Honors Health Studies</li><li>• <b>Certificate (Minor):</b> Computer Science</li><li>• <b>Specialization:</b> Health Informatics</li></ul>		

## EMPLOYMENT

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<b>Software Developer</b>	<b>University Health Network</b>	<b>Aug 2018 - Present</b>
<ul style="list-style-type: none"><li>• Web application developer, part of the UHN Clinical Web Application project within the Systems Engineering Team</li><li>• Responsible for full life cycle of software delivery including design, implementation, testing and maintenance of Clojure web applications, databases, and web services</li><li>• Lead development of the Clinical Portal application using Clojure and ClojureScript allowing clinicians centralized access to patient data</li><li>• Implement back-end services in Java using SQL and Oracle</li></ul>		

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<b>Software Engineer</b>	<b>Liquid Analytics</b>	<b>Jan 2018 - Aug 2018</b>
<ul style="list-style-type: none"><li>• Lead developer of the Liquid Analytics InfoSite using Google Polymer, a JavaScript framework, allowing clients to view, export, and graph customer data</li><li>• Used RESTful APIs to retrieve JSON formatted data from PostgreSQL, Firebase and Amazon Web Services</li><li>• Developed Python scripts for data migration, modification and analysis using the pandas library.</li><li>• Wrote automated testing scripts for iOS and web applications using Xcode and LeapWork</li><li>• Proven ability to work under pressure in an agile environment to meet deadlines.</li></ul>		

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<b>Mobile Application Developer</b>	<b>University of Waterloo</b>	<b>Sept 2017 - Jan 2018</b>
<ul style="list-style-type: none"><li>• Developed prototype of the University of Waterloo Academic Integrity (UWAI) mobile application</li><li>• Designed the front-end aspects of the app using Unity 5 and C#</li><li>• Prepared design documents regarding the architecture and workflow of the app</li></ul>		

## SOFTWARE PROJECTS

### Polymer Website:

- Developed a web application that displays additional information about myself and my projects using Google Polymer and JavaScript
- Built by using custom web components that are compatible across modern browsers and multiple devices

### Knights Game

- Created a 2D tower defense WebGL video game using Unity and C#
- Development includes aspects such as animation, audio, level design, high score and an upgrade system

### Trump Tweet Generator

- Used Python to stream Donald Trump's tweets using the Twitter API and build a Markov Chain model
- The model is used to predict speech patterns to generate a fake tweet

## SKILLS

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<b>Languages:</b> JavaScript, Python, Java, SQL, C#, Clojure	<b>Databases:</b> PostgreSQL, MongoDB, Firebase
<b>Front-end:</b> React, Redux, Google Polymer, HTML/CSS	<b>Other:</b> Git, Jenkins, Unity, TensorFlow
<b>Back-end:</b> Node.js, Express.js	