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SUMMARY OF QUALIFICATIONS

- Languages: **C/C++/C#, Nodejs, Python, Bash Script, HTML & CSS**
- Tools/Frameworks: **Angular2+, AWS, Bootstrap, Docker, Express, Git, Mercurial, MongoDB, SQL, Unity3D**
- Familiar with OOP designs and patterns
- Knowledge of common data structures and algorithms

WORK EXPERIENCE

Zynga Inc.

Toronto, ON

Software Engineer Intern

May 2018 – August 2018

- Developed and released features for Zynga Poker, a game with millions of daily active users
- Worked on client (Unity + C#), web frontend (JavaScript + CSS), and backend (PHP)

University of Waterloo

Waterloo, ON

Undergraduate Research Assistant

January 2018 – April 2018

- Worked on an Unity3D application for Microsoft HoloLens
- Wrote Python scripts to parse the data collected

Genesys Laboratories Canada

Markham, ON

Backend JavaScript Development Intern

September 2017 – December 2017

- Implemented features such as authorization token refresh, performance metrics, and CSRF for an Express server
- Worked on migrating an existing API from Java to Nodejs + Express
- Automated server load testing and development environment setup with bash scripts

Index Exchange

North York, ON

Software Engineer Co-op

January 2017 – April 2017

- Worked in a team that rebuilt the entire frontend using Angular 2
- Experienced with Git, MongoDB, Docker, Karma, and Jasmine as a part of the development process

PROJECTS

- Course Reminder, AWS + Nodejs for backend and Angular 4 for frontend,
 - Used AWS Lambda, DynamoDB and API Gateway to implement a server-less backend that tracks the availability of courses that people want to enroll into in UWaterloo.
- CC3K, C++ , A text-based dungeon crawler game
- Falling Fox Game, Unity 3D + C#, kiwi137.github.io/Falling%20Fox%20Game/index.html
- Snake Game, Phaser + JavaScript, hidden-earth-64217.herokuapp.com/