

## Education

**University of Guelph**  
*BS Computer Science, GPA: 82.3*

Guelph, Ontario  
*Sep 2022 / Present*

**University of Prince Edward Island**  
*BS Computer Science, GPA: 3.8*

Charlottetown, Prince Edward Island  
*Sep 2020 / April, 2022*

## Work Experience

**Fill It Forward**      Guelph, Ontario      *Junior Developer*      *May 2023 / Present*

- Designed and developed the front end of various web apps using Tailwind CSS, React, and Apollo Client.
- Created and managed backend infrastructure using GraphQL, AWS DynamoDB, and Serverless Frameworks
- Optimized the performance and efficiency of API endpoints by using caching and paginating algorithms in Python and Typescript
- Contributed to the hiring process for an additional senior developer
- Instrumental in distributing a codebase and establishing an in-house development team

**Other Ocean Interactive**      Charlottetown, PEI      *Programmer*      *May 2022 / Sep 2022*

- Developed a marketing tool using the Unity engine, enabling the marketing team to customize game characters in real-time for promotional images
- Innovated and implemented a new game mechanic in the survival system to enhance the gameplay experience
- Contributed to the development of Project Winter's website by implementing innovative and creative design elements using React and Javascript, both on the frontend and backend

## Skills

**Programming Languages** Java, C#, NodeJS, HTML/CSS, C, Go, Python, Zoho API

**Libraries** React, Apollo Client/Server, AWS, DynamoDB, Serverless, Docker, Unity Game Engine, Gamemaker Studio 2, Godot, Tailwind CSS, Git

## Projects

**Ultimate Reality** Gamemaker Studio 2      <https://gamejolt.com/games/ultimatereality/406940>  
Ultimate Reality\* is a 2D pixel art platformer that I developed using GameMaker Studio. I was responsible for designing and implementing the gameplay mechanics, physics, and story. The game's success has garnered significant attention and was featured on major gaming websites such as GameJolt.