

EDUCATION

University of Calgary

Expected Grad ~ April 2026 | Calgary, Canada

Bachelor of Science in Software Engineering

GPA: 3.5

- **Awards:** Seymour Schulich Academic Excellence Scholarship

PROJECTS

Finance Full Stack Application

Figma | Full-stack | React Native | Node.js | Firebase | Expo

Solo Project

- Created and designed a full stack iOS and Android application using React Native, Expo and Firebase to calculate mortgages according to live interest rates, used by family and friends to apply in their finances.
- Implemented UI design developed in Figma that conformed to accessibility regulations in order to reach a broader audience – employed dynamic elements and widgets to allow for three different types of navigational features.
- Applied a backend API named Polygon.io to represent real time accurate stock data and relay accurate real time market interest rates as well as using Firebase to securely store user information.

Handheld Video Game Console

Circuitry | 3D modeling | Soldering | Arduino MEGA | Fusion 360 | C

Development Lead

- Spearheaded the designed and manufacturing of a hand-held game console using a CMOS 8-bit microcontroller based on the AVR enhanced RISC architecture.
- Built and programmed games coded in C influenced by retro games like snake – integrating joystick and buttons controls with a navigable menu for game selection used by family and peers to play for competitive high scores.
- Managed and worked alongside a small group of student developers; employed agile tools and techniques which maximized productivity and communication by using Git version control.
- Fabricated a fully functional handheld retro game console using fusion 360, featuring clip secure access, dual power options and modular components for future upgrades.

Automated Greenhouse Environment

Circuitry | 3D modeling | Soldering | Arduino | Fusion 360 | C

Project Lead

- Lead the development of an automated greenhouse environment by integrating temperature, moisture and light sensors with a microcontroller, enabling real time data collection an automated control of water pumps and LED lighting based on environmental conditions.
- Coordinated closely with a team of 4 engineers to manufacture an enclosed self-sufficient greenhouse environment in Fusion 360, allowing for autonomous functionality – implementing a vegetational growth model that acts as a case study for users to replicate using similar architecture at a larger scale.
- Implemented use of polling and interrupts to efficiently save ~ 50% of energy and 70% water consumption.

Air-Traffic Controller

Cyber-security | Back-end | C++

Backend lead

- Developed an air traffic controller application in C++ that efficiently handles and manipulates crucial complex airline, traffic and passenger data, ensuring seamless data processing and management.
- Implemented robust security measures to ensure secure storage and retrieval of sensitive airline and passenger information complying, with industry standards and regulations.
- Led a collaborative team of peers in designing and implementing backend architecture of air traffic controller software, leveraging collective knowledge to enhance functionality and streamline code efficiency.

EXPERIENCE

Property Manager

September 2022 ~ Present | Calgary, Canada

- Manage and deal with clients/tenants in order to smoothly run a multi-unit residential establishment.
- Implemented a new strategy resulting in an 80% increase in total revenue and solved unoccupancy of units by 50%.

ACTIVITIES, SKILLS & INTERESTS

- **Skills:** Front-end development, Figma UI design, Data structures, React Native, SQL and Git
- **Programming:** Highly proficient: Python, Java, JavaScript, C++, Html/CSS | Familiar: C, PHP, Django
- **Activities:** Blockchain club, Tech start club, Academic Mentor, Intermural Vice Captain
- **Interests:** Soccer, running, swimming, hiking