

## 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