

SUMMARY OF QUALIFICATIONS

- Proficient in developing Android and iOS apps
- Experience developing with Java, C++, Objective C, and JavaScript; with exposure to HTML, Node.JS, and SQLITE; using tools Git, and GitHub
- High interpersonal skills and demonstrated ability to complement any work environment

WORK EXPERIENCE

Android Developer, Push Strength

Sept/2014 - Jan/2015

- Built and debugged major features of the [Push Android app](#) under start-up deadlines
- Maintained communications with clients and worked to prioritize and complete client tasks in bi-weekly sprints
- Modified and built AOSP to fix major bluetooth connectivity problems for [Push's Android Team](#) system

Agile Engineer, Pivotal Labs

Sept/2013 - Aug/2014

- Developed on Android, iOS, and web platforms for several high-profile clients in teams of two to ten in an agile environment
- Developed [Cruise Ship Mate](#) iOS App which enables users to make friends, chat, and view real time data on the local network of a cruise ship
- Extensively developed [UGO Wallet](#) and [TD Canada](#) Android banking apps that make credit card payments using Android NFC. Involved securely managing sensitive user information from backend server and from various NFC libraries
- Developed modular game skeleton which allows non-technical users to create simple drag-and-drop style multi-media games for www.abcmouse.com Worked with LimeJS framework.

iOS Developer, Zurapps Research inc.

Jan/2013 - April/2013

- Utilized Google maps API to develop and design a robust route calculating feature which allows a user to segment and customize a travel route for the app [RoadTripper](#)
- Developed modular game skeleton which allows non-technical users to create simple drag-and-drop style multi-media games for www.abcmouse.com Worked with LimeJS framework.

PROJECTS

MusicQ

Jan/2015 - Present

- [Android app](#) which enables users to collaboratively build and share in-sync playlists using Youtube API V3 to search and play songs
- Used technologies Dagger, Butterknife, OkHttp, GSON, Picasso, Google API Services
- Created a back end Rails app that uses PostgreSQL to manage user data and gem Devise for authentication

MeetUp

Nov/2014 - Present

- [Android app](#) which helps users meet up with each other by sharing their location to an in app group using a background running service
- Used Google Maps API, along with a Rails app for back end

Magenta

Sept 18-20, 2014

- Worked in team of 4 at Hack The North to create [iOS App](#) which uses WitAI to parse user voice commands into commands to build a website

Cupcake Clicker (iOS Game using Cocos2d)

8/2013

- [Strategy game](#) built with colorful visuals following tycoon game mechanics