

## EDUCATION

**University of Waterloo**  
Software Engineering  
2B Term

## SKILLS

**LANGUAGES:** Java, React Native, C++, JS, HTML, Swift, Python, SQL  
**TECHNOLOGIES:** Spring MVC, Redux, Google Firebase, Git, Google Guava, Apache Solr

## EXPERIENCE

### 500 LABS CANADA

Mobile Developer Intern

Jan 2018 to Apr 2018

Toronto, ON

- Added numerous new features to Bunch, a video chat and mobile gaming iOS application using **React Native**, **Google Firebase**, and **Redux**
- Built a working Telestrations game by myself during company Hack Week using **Firebase Cloud Functions**
- Implemented the entire v3.0 of Bunch, redesigning and streamlining the User Onboarding architecture and collaborating with design teams to build all new UI components
- Created smart QR Code friend-adding system that incorporated integrated **Branch** deeplinks
- Re-engineered critical app-wide BunchList to provide an abstracted, easy to use, and searchable list view
- Designed UI scaling tool that allowed quick development to scale and look great on all device sizes

### LYRICFIND

Full Stack Developer Intern

May 2017 to Aug 2017

Toronto, ON

- Responsible for the design, back and front end, testing, and integration of code while doing issue-based development with GitLab. All projects used **Spring**, **Java**, **JUnit**, and **Google Guava** data structures
- Built key web application feature used by content team to manage assignments and requests, using **MySQL**, **React**, **Ajax**, and **JSON**. This increased performance and speed by **300%**
- Created search feature for lyric usage data analytics using **Apache Solr** and allowing for **2x** faster data querying. This made key information available for business and publishing teams

### TD SECURITIES

Java Developer Intern

May 2016 to Aug 2016

Toronto, ON

- Worked as part of the Global Equity Derivative Development team, adding features to primary trades platform
- Increased efficiency of financial report generation system using Java and SQL, reducing server run-time by **200%**

## PROJECTS

### PERSONAL WEBSITE

Aug 2017

- Designed with Materialize front-end framework and with extensive use of custom **jQuery** and **CSS**
- Built with Particle JS, Textillate JS, and Hover CSS libraries

### RIDE FOR CRAIG WEBSITE

Aug 2017

- Website for a charity bike ride built using Bootstrap 4, **HTML**, **CSS**, and **jQuery**

### TEXAS HOLD 'EM POKER

Dec 2016

- Texas Hold 'Em Poker game with competitive computer players, each with their own unique play personalities
- Written in Java using the Slick2D graphics library
- Includes dynamic table elements and animations with scrolling game updates
- Computer players make moves based on own personality traits paired with statistics of player and pot odds

### MATRIX MANIPULATION

Dec 2016

- Calculates the determinant and inverse of a matrix, solves linear equations. Made in **Python**