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Skills

LanguagesPython, Java, C/C++, JavaScript, C#, HTML/CSS, SQL, Clojure/ClojureScript

Frameworks & Libraries
React, Vue.js, Polymer, Spring, Node.js, Express, Flask, .NET, Android, OpenCV

Tools & Technologies
Git, AWS, Google Cloud Platform, Terraform, Docker, ElasticSearch, Apache Airflow

Work Experience

Sony Interactive Entertainment

San Francisco, CA

Sept. 2022 - Dec. 2022

SOFTWARE ENGINEER INTERN - SERVER

- Developed production ready features for the micro services that power the PlayStation store for more than **100 million** users
- Enabled stakeholders to construct more complex and efficient queries on products and significantly reduced manual effort by upgraded an **ETL** pipeline and an internal query builder tool using **ElasticSearch** and **Java**
- Constructed a datalake to substantially improve data analysis workflows using Apache Airflow, Python, and MySQL
- Assisted in migrating to a v2 customer facing API to provide users with an enriched feature set using **Kotlin** and **Couchbase**

Sony Interactive Entertainment

Waterloo, ON

SOFTWARE ENGINEER INTERN - FRONTEND

Jan. 2022 - April. 2022

- Enhanced features within the **PS4 Store** that are used by **48 million** users by efficiently resolving defects using **JavaScript**
- Spearheaded investigation into the navigation system of the **PS4 Store** to quickly resolve **critical** navigation related defects
- Increased the automation framework's testing capabilities of new UI components by 18% using Python and pytest
- Awarded \$1500 for First Prize in SIE's 12th Hackathon out of 170 teams with innovative software application design

D2L Kitchener, ON

SOFTWARE DEVELOPER May. 2021 - Aug. 2021

- Improved and maintained the D2L learning management system and internal libraries using C#, .NET, Node.js, and AWS
- Enhanced continuous integration and deployment to reduce manual work by 25% using Slack and GitHub Actions
- Increased visibility into the IPSIS data ingestion pipeline by 20% to improve site reliability using service-level metrics

Oxilight Toronto, ON

SOFTWARE DEVELOPER

Sept. 2020 - Dec. 2020

- Single-handedly developed a dashboard web app with data analytic tools to analyze medical measurements using **React**
- Implemented video conferencing and logging capabilities for the main client interface with Jitsi and Google Cloud Platform
- Designed **DynamoDB** tables with **DynamoDB Streams** and **AWS Lambda** to create an event-driven architecture

eSentire Waterloo, ON

SOFTWARE DEVELOPER

Jan. 2020 - Apr. 2020

- Developed the next iteration of company's main client interface using React, Clojure, EQL, and a PostgreSQL database
- Constructed data rich widgets by analyzing client security data using a graph API built with **Clojure** and **Pathom**
- Built a tool to generate tailored powerpoints by manipulating data from a PostgreSQL database using Python and Flask

Conrad School of Entrepreneurship and Business

Waterloo, ON

ENTREPRENEUR IN TRAINING

May. 2019 - Aug. 2019

- Specialized entrepreneurship co-op work program consisting of a 1-week intense **entrepreneurship** bootcamp followed by 2 micro-placements at early-stage start-ups **JUGELO** and **PFERA** for 10 and 5 weeks respectively
- Developed features for company's mobile and web platforms using Vue.js, PHP/Laravel, MySQL, and Ionic

Projects

BrailleTaille

PYTHON, OPENCV, RASPBERRY PI

May. 2022 - Ongoing

- Designed and developed a device to translate physical text to braille in real-time using computer vision and deep learning
- Implemented contour detection, noise removal, and adaptive threshholding algorithms to pre-process images

Education

University of Waterloo

Waterloo, ON

CANDIDATE FOR BACHELOR OF APPLIED SCIENCE IN COMPUTER ENGINEERING

Sept. 2018 - Present