

SKILL SUMMARY

- Planned, designed, and developed web and Android applications in addition to backend web server APIs
- Designed applications to be responsive, intuitive, user-friendly, and following latest design trends
- Experienced in agile software development, pair programming, and test driven development
- Experienced in implementation of object oriented programming, data structures, and algorithms
- Adapted to new environments and learned new frameworks and languages quickly

TECHNICAL SKILLS

- Languages – HTML, CSS, JavaScript, jQuery, Java, SQL, PHP, C, C++, Ruby on Rails
- Frameworks & Others – Bootstrap, NodeJS, Express.js, AngularJS, Backbone.js, Ember, MySQL, MongoDB, AWS, JavaServer Faces (JSF), IceFaces, Android SDK, Jasmine, Mocha / Sinon / Chai, LESS, Sass
- Operating Systems & Platforms – Windows, Linux, OSX, Web, Android
- Software & Source Control – Adobe Illustrator, Adobe Photoshop, Sublime Text, Vim, Eclipse, WebStorm, Git, SVN

PROFESSIONAL EXPERIENCE

Software Engineer, Connected Lab, Toronto, ON

May 2015 – August 2015

- Developed backend web server API using NodeJS and Express.js for mobile app for entering and buying prizes
- Created and optimized schemas and queries for the Mongo database used by the web API
- Deployed and managed production, staging, and development server environments using AWS
- Interacted with clients to ensure their needs were being met while providing guidance and recommendations

Agile Software Engineer, Pivotal Labs, Toronto, ON

September 2014 – December 2014

- Developed web application in Backbone.js and Rails for managing and monitoring hadoop clusters
- Styled application to match Pivotal branding using HTML5, CSS3 / LESS and jQuery
- Contributed to open source cluster management software written in Ember and AngularJS
- Engaged in pair programming and test driven development

Software Developer, Bronte College, Mississauga, ON

January 2014 – May 2014

- Implemented features, bug fixes for existing customer relationship management software
- Developed AngularJS web application to streamline the process for proficiency test taking & marking
- Built web application that replaces existing marking & class management software for teachers
- Designed database structures in SQL for new applications that integrate into production database

EDUCATION

Candidate for Bachelor of Computer Science, University of Waterloo, Waterloo, Ontario,

September 2012 – Present

PERSONAL PROJECTS

Platformer Game - GraveBlade

- Developed in Java using LibGDX development framework for both PC and Android
- Designed majority of game art and UI elements in Photoshop
- Implemented 2D collision detection and character interactions with other entities

PROFESSIONAL MEMBERSHIPS, ACTIVITIES, AND INTERESTS

Lead Programmer, Theory 6 Robotics Team 1241D, Rick Hansen Secondary School, Mississauga, Ontario, 2010 – 2012

- Programmed drive controls and robot autonomous routine using sensors

Designer, Yearbook, Rick Hansen Secondary School, Mississauga, Ontario, 2011 – 2012