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EDUCATION

BACHELOR OF SCIENCE, COMPUTER SCIENCE

Sept 2014 – May 2020

University of Calgary, Calgary, Alberta

- Software Engineering (Concentration)
 - Internship Program (Co-op/Internship)
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WORK EXPERIENCE

CO-OP STUDENT

May 2018 – Aug 2019

WestJet

- Migrated existing applications from the datacenter to Microsoft's cloud platform Azure
- Automated the deployment of cloud infrastructure as code, created deployment pipelines, qa tested modules, ensured resources were secure in the cloud
- Developed with Azure serverless functions, runbooks and PowerBi to cobblestone solutions

CPSC SENIOR CAPSTONE

Sept 2017 – April 2018

Find it Ez Software Corp.

- Worked with Find it Ez Software Corp. as part of a University of Calgary software Engineering group project
 - Entrusted by the company with looking into and building a module in C# that would give extra SAP support to their existing product
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RELATED EXPERIENCE

CALGARYHACKS 2020

Feb 2020

- Created a game in 24 hours using the JavaScript framework Phaser. The game uses a physics engine and is hosted on New Grounds, check it out here: newgrounds.com/portal/view/748268
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PROJECTS

BINGO-GAME (PERSONAL)

- Independently developed a C# native windows WPF application
- Used Visual Studio to design the UI widgets and core gameplay functionality

WEB DEVELOPMENT (SENG 513)

- Full stack development of a client-server web multiplayer Pictionary game
 - Developed in Node.js/JQuery and used socket.io, firebase, HTML, CSS and bootstrap
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SKILLS

LANGUAGES: Java, C#, Python, C/C++, JavaScript, HTML, CSS, SQL, Bash

TECHNOLOGIES/TOOLS: jQuery, Node.js, Swagger, GitHub, Azure, PowerShell, Ansible, Terraform, Linux, Azure DevOps, Selenium, Postman