

EDUCATION

University of Waterloo
Candidate for Bachelor of
Computer Science , 2021

SUMMARY OF SKILLS

- **Languages:** C++, Python, Swift 4, C, Objective C, Javascript, Java
- **Tools/Frameworks:** Flask, Node.js, ARKit, Angular.js, React.js
- **Databases:** PostgreSQL, MongoDB

EXPERIENCE

APPLE INC. · Software Engineer Intern, Core Siri Infrastructure

May 2019 to Sept. 2019

- Created a cloud-based microservice using Python-Flask to parallelize Siri Automated Workflows on Apple's Cloud Platform
- Built a scheduler and wrote a batching mechanism which impacted scalability and improved Siri E2E testing times by 300%
- Designed and developed a RESTful API to provision work units and utilized a PostgreSQL database for persistent storage
- Developed an iOS automation framework to stress test client and server aspects of the Siri workflow using Objective C
- Implemented accessibility features on various Siri platforms such as CarPlay to encourage wider adoption of Siri

SHOPIFY · Software Engineer Intern

Sept. 2018 to Dec. 2018

- Maintained and implemented new features for Shopify Point of Sale on the iOS Payments and Hardware team
- Developed and shipped the split payments feature and functionality to over 70K merchants
- Reduced regression testing times by writing Unit, Integration and UI tests to automate 90% of manual tests
- Developed a custom TCP/IP Web Communication Protocol for secure information transfer across devices
- Made an Augmented Reality Proof of Concept and built UI elements using Functional Table Data

ACCEDO (DIGIFLARE INC.) · Multi-Platform Software Engineer

Jan. 2018 to May 2018

- Developed over-the-top, adaptive media streaming JavaScript based applications for Roku, Web and PlayStation
- Fully developed, tested and shipped the Sportsnet application for Playstation 4 which now has over 2000 users
- Utilized Sportsnet's REST API'S as well as Sony's Trilithium platform to build both UI and video delivery controls
- Integrated technologies such as Authentication and Omniture Analytics using tag manager (DTM)

CINEPLEX ENTERTAINMENT · Full-Stack Software Developer

May 2017 to Sept. 2017

- Developed the inaugural CineplexStore app for digital movie rental, purchase and streaming on web and SmartTV
- Used Angular JS, Toast, JavaScript, HTML5 and CSS3 along with Cineplex REST APIs for development
- Implemented DRM/Streaming technologies including Playready/Smoothstream
- Setup Jenkins CI to run builds for the Tizen, WebOS, Orsay platforms using shared codebase

PROJECTS

"PEOPLESTREAM" : HACK THE NORTH 2017

- Designed and developed a web app that acts as a social media news aggregator and tackles "fake news"
- Worked on front end and backend development using the MEAN stack as well as used Indico's API to implement NLP sentiment analysis

ONE IV

- Worked with a team to develop, test and ship an iOS app for a Volunteer Management System for a Non Profit Organization which has over 2000 downloads on the app store
- Developed the service layer and implemented push notifications and OAuth login for Facebook and Google

"LERTBIKE": MHACKS X FIRST PLACE PRIZE

- Created a bike safety and alert system using Bluetooth Low Energy sensors, Twilio's API, Rails and Android Studio
- Used YOLO Object Detection API in conjunction with the user's phone camera to prevent biker accidents

QUADRIIS

- Developed an interactive game in C++ with a graphical user interface using Object Oriented Programming
- Implemented an Observer and Decorator pattern and used polymorphism as well as abstraction

"DI\IDE" : MCHACKS 2017

- Created a cross-platform mobile application designed to split costs of payment receipts by photo recognition
- Implemented a React-Native framework using ReactJS and Microsoft's Cognitive Services API