

## EDUCATION

### University of Waterloo

Candidate for Bachelor of Computer Science, 2021

Sequential Programs, Data Structures, Algorithms, Operating Systems, Object Oriented Programming

## SUMMARY OF SKILLS

- **Languages:** Swift 4, C++, C, Objective C, Ruby, Javascript, Brightscript, Typescript, Java, Scheme, Python, HTML5, and CSS3
- **Tools/Frameworks:** Xcode, Cocoa Touch, ARKit, Ruby on Rails, BuildKite CI, Angular.js, Node.js, Sony Trilithium, React.js, Git, Bash/Linux
- **Platforms:** iOS, Web, Tizen, LG webOS, Roku and PlayStation4

## EXPERIENCE

### 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

### ONE IV

Jan. 2018 to May 2018

- 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

### QUADRIS

Oct. 2017 to Nov. 2017

- 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

### "PEOPLESTREAM" : HACK THE NORTH 2017

Sept. 2017 to Nov. 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

### "LERTBIKE": MHACKS X FIRST PLACE PRIZE

Sept. 2017

- 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

### "DI\IDE" : MCHACKS 2017

Jan. 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

### STORYLINE

Feb. 2018

- Built an iOS app that encourages creative writing amongst users, enabling them to collaboratively write stories
- Employed MVVM architecture to improve testability and logic separation, and integrated firebase backend