

EDUCATION

University of Waterloo
Candidate for Bachelor of
Computer Science , 2021

SUMMARY OF SKILLS

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

EXPERIENCE

FACEBOOK, INC. · Software Engineer Intern, Instagram Media Infrastructure Jan. 2020 to Apr. 2020

- Developed the new Instagram Media Upload Data Pipeline from scratch and deployed it to over 1 Billion users
- Designed and built the structure of the flow of data from client-side to hive and scuba tables in the server using Hack/Python
- Worked cross-functionally to onboard the data pipeline onto a new logging framework improving logging accuracy by 8%
- Wrote a data validation script to improve the Instagram Media Infrastructure data and reliability by 12%

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

SHOPIFY · Software Engineer Intern, Payments and Hardware Sept. 2018 to Dec. 2018

- Developed and shipped the split payments feature and functionality to over 70K merchants on Shopify Point of Sale
- Reduced regression testing times by 90% by writing Unit, Integration and UI tests on the iOS platform
- Developed a custom TCP/IP Web Communication Protocol for secure information transfer across devices

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
- 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
- Setup Jenkins CI to run builds for the Tizen, WebOS, Orsay platforms using shared codebase

PROJECTS

"PEOPLESTREAM" : HACK THE NORTH

- 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

SMACK: BACKEND AND IOS CLIENT

- Built a backend web service in Node.js to facilitate realtime messaging using web sockets and a MongoDB database
- Created an iOS client for it by implementing Socket.io for real-time messaging and used a Model View Controller Pattern

"LERTBIKE": MHACKS X FIRST PLACE PRIZE

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

TASK MANAGER API

- Designed and developed a Task Manager RESTful API in Node.js complete with user accounts and authentication
- Utilized tools like Mongoose, Express, MongoDB as well as SendGrid and Multer for email notifications and file uploads

QUADRI

- 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