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EXPERIENCE / PROJECTS

Shopify

Software Engineer

Jan. 2023 - Apr. 2023

- Worked on the Unified App Deployments team to allow third-party developers to host extensions on Shopify infrastructure. Worked on the Ruby on Rails backend to add and rework endpoints for this new system, which are interacted with by roughly 2000 developers daily.
- Created new sections on the Shopify Partner Dashboard using React w/ Typescript that interface with these new endpoints.

Shopify

Software Engineer

May 2022 - Aug. 2022

- Worked on the Unified App Deployments team. Added a handful of OAuth fixes to change how authentication worked, and interactive features to the official open-source Shopify CLI written in Typescript. The CLI is used by 850 third-party applications daily.
- Rewrote sections of the Shopify Partner Dashboard by converting the codebase from Ruby on Rails to TypeScript w/ React, while employing Shopify's newer design philosophy. This dashboard is used by millions of users daily.

Magnet Forensics

Sept. 2021 - Dec. 2021

Software Engineer

- Worked on the STS (Systems, Tools, and Software) Team; personally
 ensured that tools and stack were active and online daily to be used
 by different Engineering departments, such as Jenkins, PRTG, Azure
 DevOps, Jira, and the 100's of machines in our build-farm.
- Focused on the Build Dashboard, adding new features to help others perform tests and case evaluations for products deployed on the field. This was mainly with JavaScript (React & Redux) and C# (ASP .NET & SignalR), for 100+ Engineering employees to be used daily.

Wilfrid Laurier University

Sept. 2020 - Present

Instructional Teaching Assistant

- Responsible for teaching students Introductory Python, Data Structures, and ARMv7 through multiple 2.5hr labs per week, for an average attendance of 60 students per session.
- Proctored students during online midterms both virtually and in person for 2.5 hours per midterm for about 200 students.

Freelance Development

Apr. 2012 - Present

Fullstack Developer

- Wrote software for different clients through a variety of online platforms for an estimated 80 clients.
- Specialised in creating modifications and additions for game servers with 750 - 50k players per playerbase.
- Kept track of client invoices to organise start dates, payment dates, and deadlines.

EDUCATION

Honours BSc Computer Science (Co-op)

Wilfrid Laurier University 2019 – 2023

Applied Mathematics Option

Wilfrid Laurier University 2019 - 2023

TECHNICAL SKILLS

Languages

JavaScript, TypeScript, C, C#, Python, Java (6-11), C++, Ruby

Frontend Frameworks

React, Vite, Redux, Bootstrap, Mantine, Chart.js, D3.js

Backend Frameworks

ASP.Net, Express, Fastify, Discord.js, .NET Core

Miscellaneous Frameworks

OpenMPI, GNU MP, Numpy, Seaborn, Matplotlib, scikit-learn, Natural Language Toolkit, Android Studio

Tools

Git, Jenkins, Maven, Gradle, Docker, Notion, Jira, Trello, Notion, PRTG, Figma, Canva, LaTeX

Cloud

AWS (EC2, S3, Lightsail),
Microsoft Azure (DevOps Services),
Google Firebase (Cloud Functions,
Authentication, Hosting, Storage),
Github, Gitlab,

Game Development

LibGDX, LWJGL, OpenGL, Box2D, Ashley ECS, Unreal Engine, Unity, SpigotMC

Databases

Cloud Firestore, MongoDB, SQLite, MySQL, MariaDB, Redis

EXPERIENCE / PROJECTS

HawkHacks

Feb. 2021 - Present

Founder & President

- Managed a team of 30+ executives to run a hackathon with up to 1000 global registrants, 14 sponsors, and 650 participants - one of the biggest in the province, and the biggest at Laurier.
- Applied a project management-based approach with Kanban to ensure that all departments were working concurrently on their respective goals and targets.

Laurier Computing Society

Mar. 2021 - May. 2023

President

- Responsible for leading departments involved with communications, corporate outreach, finance, events, and marketing, with a team size of 56 executives, and a community of more than 3000 students.
- Used Kanban and Agile methodologies for tracking team progress and facilitating collaboration on regular events and initiatives.

Computing Councils of Canada

Oct. 2020 - Feb. 2023

Director of Systems Administration

- Ensured that the website, Discord bot, and other internal and external team infrastructure was always active and ready to be used. These used Wordpress, AWS, and Discord.js.
- Conducted other miscellaneous tasks, such as managing coorporate accounts through Discord, email, and Slack, with organisations such as DCL, IBM, RUHacks, and Lighthouse Labs.

sadbois clothing.

Mar. 2021 - Present

Ecommerce Website

- Developed an e-commerce website for a local charitable start-up clothing company using WordPress and the Stripe Payment Gateway.
- Responsible for optimising the deployment server, such as removing pre-installed but unused software packages and modifying the Apache webserver environment so the budget could be kept as low as possible.

MuSpace

May 2021 - Aug. 2021

Social Media Website

- Created a social media platform that connects people based on their personal musical listening tastes.
- Responsible for managing and delegating tasks in a group of 12 people in an Agile environment over the course of 4 months for a Software Engineering class.
- Created an outline for a React frontend, and ensured developers and UI designers were delegated specific pages and sections.
- Used the Spotify Web API and OAuth2 to authenticate users and load listening data and trends.
- Used Google Firebase for data storage, authentication, hosting, and CI/CD

HOBBIES

Electric guitar, acoustic guitar, bass guitar, cooking, video games, football, and photography

RECENT HACKATHONS

HackTheNorth 2022

That's Crazy! - A CLI using speech recognition and NLP to summarize text, generate freestyle song lyrics, and create blog posts.

RUHacks 2021

Kabo - A karaoke Discord bot for simulating karaoke with live pitch and lyrical correctness scoring using NLP & AI.

HackTheNorth 2021

Chaterest - A moderation Discord bot that automates discussion moderation, and measures user interests using sentiment analysis & NLP.

HONOURS

Club of the Year

Presented to the Laurier Computing Society by the Faculty of Science Student Association for the 2022/23 academic year.

MLH Hackcon X Speaker

Invited to speak at a 3-day conference on the topic of starting your very first hackathon, to an audience of 400 organisers.

President of the Year

Presented to the Laurier Computing Society by the Faculty of Science Student Association for the 2021/22 academic year.

Event of the Year

Presented to the Laurier Computing Society by the Faculty of Science Student Association for the 2021/22 academic year.

Marketing of the Year

Presented to the Laurier Computing Society by the Faculty of Science Student Association for the 2021/22 academic year.

MIST Toronto 2019

2nd Place