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**Skills**

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- Backend Development: Node.js, Express.js, Laravel, Spring, Apache Airflow.
- Frontend development: React.js, Redux, TailwindCSS, SCSS, JQuery, Sanity.io.
- Databases: MongoDB, MySQL, PostgreSQL, Firebase, Big Query, Apache Druid.
- Cloud Computing: Google Cloud Platform (GCP).
- Programming Languages: JavaScript, TypeScript, Java, Python, PHP, Kotlin.

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**Work Experience**

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**Software Developer****Unity****July 2022 – Present**

Toronto, ON

- Enhanced the accessibility of video game development by improving budgeting features on Unity Cloud Services (UCS), leading to increased adoption rates and long-term revenue impact.
- Leveraged Google Cloud Platform (GCP) and Terraform to configure service infrastructure.
- Integrated new TypeScript backend services with existing Unity services optimizing for costs, maintainability, security, and reliability with high test coverage.
- Successfully migrated high-traffic pages to the headless CMS Sanity.io within a month, enabling our marketing team to efficiently and swiftly configure pages for new products and updates.
- Designed and developed over 15 email templates, ensuring cross-email-client and cross-device compatibility, which have been sent more than 10,000 times.
- Contributed and reviewed Technical Design Documents (TDDs) and aligned on technical decisions.

**Junior Software Developer****CineSend****May 2021 – July 2022**

Toronto, ON

- Developed, maintained, and debugged frontend applications using React and Redux.
- Created web components for CineSend products with TailwindCSS based on Figma mockups including text input field, button dropdowns, toggles, date picker, and search. Engineered components to be easy to use, compatible across browsers and flexible to different use cases.
- Programmed the backend using PHP, Laravel, and MongoDB for features including global search, live chat moderator controls, and asset CRUD operations.
- Successfully overtook the development, release, and management of over 30 FireTV and AndroidTV Kotlin applications adhering to customer requirements and festival specific branding.
- Independently completed tasks to a high standard of work in a remote setting while coordinating with team members on progress, roadblocks, and sprint planning.

**Undegraduate TA****University of Guelph****September 2019 – April 2021**

Guelph, ON

- Teaching Assistant for courses including Data Structures in Computing, Object Oriented Programming, Intermediate Programming, and Introduction to Programming.
- Facilitated over 50+ lab sessions with 100+ unique students, and worked individually with them to answer questions, resolve code issues, and improve understanding.

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**Education**

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**Guelph, ON****University of Guelph**

- Bachelors in Computer Science.