

## SUMMARY

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- **Experienced:** Skilled in software development from 4 previous co-op terms and multiple projects.
- **Proficient:** Worked with a variety of languages and tools such as Python, TypeScript, and Node.
- **Self-learner:** Designed and built different projects, for fun and during hackathons.

## PROGRAMMING SKILLS

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**Languages:** Python, Typescript, C++, C#, Bash, SQL    **Technologies:** Git, Linux, Docker, Node, Jenkins

## EDUCATION

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### University of Waterloo

*Bachelors in Computer Science; cumulative GPA: 92%; major average: 94%*

Waterloo, ON

*Sep 2019 – Apr 2024*

## EXPERIENCE

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### Arctic Wolf

*Security Developer*

Waterloo, ON

*May 2022 – Aug 2022*

- Developed improvements to an internal Python tool used for security investigations, allowing developers to automatically download data, run it through the tool, and then view a summary of the outcome.
- Created tests to verify that a few hundred symbolic links in different folders exist and resolve to the correct file.
- Fixed a tool used daily by security developers to help classify ransomware and automatically create configuration changes by correcting how it pushes changes to the Git repository.

### DarwinAI

*Full Stack Developer*

Waterloo, ON

*Sep 2021 – Dec 2021*

- Expanded Node.js and Flask services to facilitate automatic defect detection for manufactured parts using AI.
- Collaborated with other developers to create an Angular image viewer that allows a user to inspect an image and provide feedback on the AI defect detection and classification.
- Wrote unit tests using Jest and Pytest for various backend applications to ensure near 100% code coverage.
- Validated the performance and behaviour of SQL functions and backend services by creating system tests which generated millions of data entries in a PostgreSQL database.

### Uptake Canada

*Full Stack Developer*

Mississauga, ON

*Jan 2021 – Apr 2021*

- Developed an application using Angular, NestJS, and TypeORM, which generates completed PDFs from editable templates, saving hundreds of developer hours each year.
- Integrated various analytics of oil samples into an existing web application using Ext JS and NestJS, allowing users to see warnings and alerts for various vehicle compartments.
- Presented demos of new features and products to senior business analysts and managers.

## PROJECTS

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### Signal Relay

*Jun 2021*

- Developed a [puzzle game in Unity](#) as part of GMTK Game Jam 2021.
- Players would control multiple robots that each required line of sight to either a relay or another robot to reach the end zones of each level.

### Vm

*Nov 2020 – Dec 2020*

- Designed a Vim-like text editor using object-oriented design principles and the Model-View-Controller pattern.
- Developed the program from scratch using C++ and the ncurses library.