

SKILLS

Languages: C, C++, C#, CSS, HTML, Java, JavaScript, Python, SQL, TypeScript
Frameworks: Android, Apollo, Arduino, ASP.NET, Express, Kafka, OpenGL, PostgreSQL, React, Unity, Xamarin
Tools: Amplitude, Asana, AWS, Azure, Bitbucket, Confluence, Docker, Figma, Firebase, GCP, GitHub, Grafana, Jira, New Relic, Octopus, Postman, RDP, Swagger, TeamCity, Unix

WORK EXPERIENCE

TOOLBX

Software Engineer (May 2023 – Dec 2023)

Software Engineering Co-Op (Jan 2023 – Apr 2023)

Toronto, ON

Jan 2023 – Dec 2023

- Architected a quote-to-order conversion and payment system, using React, Express, and PostgreSQL, which resulted in **42%** of sales quote closures happening on-platform within **3** months.
- Augmented search algorithms, using GraphQL and Algolia, to support granular price variations across **130K+** products.
- Engineered RPA integrations to autonomously extract, parse, and synchronize **\$500K+** of daily invoices from e-commerce businesses operating with third-party ERP software.
- Devised a GitHub Actions CI/CD workflow to reduce the rate of GraphQL schema compatibility failures to **0%**.

Plenty of Fish

Software Engineering Co-Op

Vancouver, BC

May 2022 – Aug 2022

- Reconstructed mobile web pages for profiles, preferences, and account settings, using React, to modernize the online dating experience for **1M+** daily users worldwide.
- Formulated REST API microservice endpoints, using ASP.NET, Kafka, and PostgreSQL, to introduce profile marketing features that boosted new user engagement by **12%**.
- Implemented unit and integration tests across the stack, using Jest/Enzyme and XUnit/Moq, to ensure program correctness and determinism with at least **80%** front-end and **98%** back-end code coverage.

Pentabyte Studios

Co-Founder & Project Lead

Richmond Hill, ON

Jan 2022 – Aug 2022

- Spearheaded the production of an open-world multiplayer role-playing game, built using Unity, the Polygon blockchain, and various Azure cloud services (AD B2C, Artifacts, Cosmos DB, Event Hubs, Functions, SQL Servers, VMs).
- Directed and coordinated design and development teams comprised of **10** ambitious employees.

PROJECTS

Upcoming 3D Battle Royale

- Developed and optimized an AES-encrypted multiplayer server, using .NET UDP sockets, to securely communicate complex real-time player movement data across network clients at less than **5 KB/s** per client.
- Incorporated a client prediction and server reconciliation algorithm to promote smooth Unity (URP) gameplay and server-driven state synchronization while consuming less than **1 ms** of time overhead per frame.
- Established an entity-component system to maintain project scalability via the separation of data and behaviours.

Automated Voice-Controlled Chessboard

- Programmed a stateful move-checking chess algorithm, in C, to guide gameplay on a physical chessboard.
- Consolidated move-checking, speech-to-text, and mechanical actuation subsystems, using Python on an Arduino, to allow stepper motors and an electromagnet to respond correctly to vocally issued move commands.

YRDSB Student Planner App

- Designed and built an Android student utility app, employing Google/Twitter APIs to fetch live updates related to school announcements and calendar events.
- Centralized client-server communication with a handmade .NET TCP socket server that used SMTP to authenticate users through passwordless student email verification.

AWARDS

Bronze Medalist, Canadian Computing Olympiad (24/2827 in Canada to qualify)

May 2020

Invitee, Canadian Mathematical Olympiad (83/7000 in Canada to qualify)

Mar 2020

EDUCATION

University of Waterloo

Bachelor of Software Engineering

(Presidential Scholarship of Distinction)

Waterloo, ON

Sep 2021 – Present