

Software Engineer II/ Developer Support Engineer Software Engineer II/Developer Support Engineer Software Engineer II Kirkland, WA Sponsorship required to work in the US Work Experience Software Engineer II/ Developer Support Engineer AdColony - Bellevue, WA April 2016 to July 2019 Worked on new features and bug fixes for our Android and iOS video advertising SDKs (Software Development Kit), our Adobe Air and Unity plugins, and mediation network adapters Removed reliance on our native C++ JavaScript engine by replacing it with an Android WebView, improving maintainability and reliability, along with eliminating some crashes Provided guidance and technical support to Android developers using our SDK Devised and executed test plans for several of our Android SDK releases to improve SDK quality Created and maintained the daily Android automation and SDK build jobs on our Jenkins build server using Calabash to catch and fix regressions in our SDK early Software Development Engineer/Support Engineer Amazon.com Incorporated - Seattle, WA June 2012 to December 2015 Added support for AT&T's Mobile Share cell phone plans to the Amazon Wireless jBPM workflows using Java and XSLT (Extensible Stylesheet Language Transformations) Used Amazon SWF (Simple Workflow Service) to onboard New and MNP (Mobile Number Porting) phone plans for the launch of O2 (Telefonica UK Limited) carrier support Generated fraud and carrier activation failures reports; fixed or reported any bugs found this way Modified the desktop and mobile Your Orders page to customize the display of HESS (Home Entertainment Subscription Services) orders, using Mason and Perl Created scheduled Data Warehouse reports for various HESS metrics used for business reporting Software Developer Sony Creative Software Incorporated - Waterloo, ON September 2010 to December 2010 May 2011 - August 2011 Refactored the connected device interaction code in the Device SDK for the MediaGo software making it possible for third party device plugins to be developed Wrote device plugins for various Sony devices and an example device plugin for third party developers to reference when developing their own device plugins Implemented the encode service for the Device SDK to transcode media for device playback Software Development Intern McAfee Incorporated - Waterloo, ON May 2009 to August 2009 January 2010 - April 2010 Created a tool to capture a user selected area of the screen into a bitmap file using the Win32 API

(Application Programming Interface) for use in a bug reporting program Created a service to collect and compress system information and screenshots into a single file Modified a proposed user interface to show how to link the screenshot tool and service together

Co-op Computer Programmer Enterasys Networks, formerly Chantry Networks - Mississauga, ON September 2008 to December 2008 Added new features to the CLI (command line interface) for network switches, written in Python Rewrote automated regression test cases so they were more organized and maintainable; wrote new test cases for the newest version of the CLI since it deprecated several commands Improved the test script's output; made it possible to run on various Enterasys network switches

Software/Product Verification CIENA Corporation - Kanata, ON January 2008 to April 2008 Monitored automated test suites, created reports for the results, and investigated anything unusual Improved efficiency by creating a Tcl/Tk GUI (graphical user interface program) to set up test parameters for the automated test suites Set up, configured, and maintained the test environment in the networking lab

Education Bachelor's in Computer Science, Honours, Digital Hardware Option, Co-op Program University of Waterloo - Waterloo, ON September 2007 to June 2012 Skills Git, Javascript, Android, Java Certifications/Licenses Certificate in Japanese Language 1

June 2012 to Present

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