

CAREER OBJECTIVE

Develop Software Engineering and Leadership Skills - through practical experience and engagement in a technology based firm.

EDUCATION

QUEEN'S UNIVERSITY, KINGSTON

MAJOR GPA: 3.8

2018 - 2022 | Bachelor of Computing (Honours), Specialization in Software Design

EXPERIENCE

2020 ERNST & YOUNG - TENTHREE | LABS INTERN

Built data-driven tools for financial statement analysis by transforming and validating raw client data, as well as developed data analytics and automation software.

QUEEN'S UNIVERSITY - ITS STUDENT EMPLOYEE

Provides technical computer hardware and software support for individuals on the Queen's University campus

2019 QMIND - GENERAL MEMBER

In a team of Queen's students, currently developing machine learning software that creates lyrics based on the audio of a given song

QWEB - TEAM LEAD

Leads a team of students in a non-profit website development service for local businesses

CAMP WENONAH, MUSKOKA - CAMP COUNCILLOR & PROGRAM SPECIALIST

Was as a camp counsellor where I participated in leading, planning, and implementing interactive group activities.

LEADERSHIP

2020 QUEEN'S MUSIC CLUB PRESIDENT

Leads the Queen's Music Club that facilitates and fosters the music scene at Queen's University through hosting weekly music sessions, room rentals services and social events.

PROJECTS

REST API WEB SERVICE

Created and hosts a Python based REST API ran using Docker on a Raspberry Pi and Apache2. The front-end of the API is a web-based image repository relying on HTML, CSS, PHP and JS.

QHACKS/UOTTAHACK ML APP

Developed a website during hackathons that through an image, is able to take analyze the breed of a dog using HTML, CSS, JavaScript, PHP and Linux hosted on a Raspberry Pi.

SKILLS

HTML/CSS

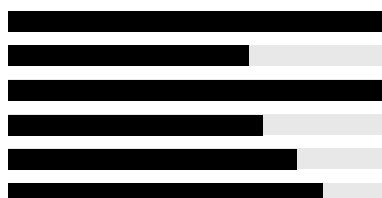
JAVASCRIPT

PYTHON

C

JAVA

BASH



REFERENCES

AVAILABLE UPON REQUEST

CONTACT

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