



Available for four months (co-op/internship) beginning May 2020

## Education

### Bachelor of Computer Science, Honours

Carleton University

Sept. 2017 - Apr. 2022

- Software Engineering Stream
- Minor Studies in Music

## Work Experience

### Software Developer (Intern)

Ribbon, Kandy Platform

May 2019 - Present

- Applying cutting edge JavaScript technologies to provide the best and most future proof communications solutions
- Developing a tool which orchestrates remote browsers connected to a server to allow for the automation of web apps involving multiple browsers
- Remodeling software which utilizes said tool to automate end-to-end tests of the main Kandy SDK over a network of hosted browsers

### Service Representative

City of Ottawa

Sept. 2018 - Present

- Process registrations for programs and events at City of Ottawa facilities while providing friendly and knowledgeable customer service

### Advanced Leadership Instructor

City of Ottawa

Feb. 2018 - Apr. 2019

- Educated youth ages 16-21 on essential leadership skills such as teamwork, communication, and leadership styles which allowed them to integrate smoothly into the City of Ottawa workplace
- Established myself as a positive role model which any of the youth could reach out to for inquiries about school, work, or personal life

## Framework Proficiency

React (JavaScript)	■	■	■	■	■
React Native	■	■	■	■	□
Express.js (Node)	■	■	■	□	□
Unity3D (C#)	■	■	□	□	□

## Applied Projects

### Director - Development Team

cuHacking 2020

Apr. 2019 - Present

- Coordinating a team of six developers to create a suite of online services that will be used to augment hacker experience at cuHacking 2020
- Responsible for delegating tasks, organizing meetings, and reporting to the other directors in ensure development goes smoothly

### Independent Developer

Grade Aid

Apr. 2018 - Present

- Devised an app to relieve the inconvenience of repetitively calculating personal grades to get an estimate of class and semester averages
- Creating the cross-platform mobile application using React Native and Redux state management

### Team Lead

Bingle!

Oct. 2016 - Jan. 2017

- As a team of three, created a local multiplayer action video game using Unity 3D in C#
- Acted as the team lead; organized team meetings, set deadlines, and thoroughly documented behaviour scripts to create a finished product
- Fully developed vehicle mechanics in Unity which resulted in a physically realistic emulation of a four-wheeled vehicle

## Volunteer Experience

### Team Lead - Programming Club

Immaculata High School

Dec. 2017 - Aug. 2018

- As an alumnus, founded a programming club at my high school which allowed for students to receive help on their school projects and personal projects from their peers and from myself
- Strived to create a mobile app that would aid students and teachers with organizing assignments, displaying significant dates, and receiving important announcements