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EXPERIENCE

C++ Software Developer Intern

Sept. 2022 - Apr. 2023

Safe Software Inc. | CAD/Modeling/Database Team

Developed for the company's core product: feature manipulation engine.

Maintained readers and writers for CAD, GIS, 3D and many other formats.

Bolstered program's DBMS to better support Oracle, SQL, SQL Server, DB2 and more.

Optimized performance regressions caused by changes to codebase.

Dissected bugs, stories and tasks on Jira in an agile environment.

Worked extensively with Visual Studio debugging tools to resolve tickets.

PERSONAL PROJECTS

NETPARDY! Team Project - 2022

Python | Sockets, PyQt, Git, Qt Designer | Network Game

Developed a web based version of Jeopardy using sockets.

Created a logging system to maintain communication between clients.

Maintained server-client relations using JSON packets

Designed an asynchronous software system through multithreading.

Decay Level Tool

Solo Project - 2022

C++ | SFML, Visual Studio, Git | Developer Tool

Developed tool which creates levels for the self-created game, Decay.

Utilised OOP and inheritance to create draggable objects.

Implemented responsive UI to display properties of platforms in real time.

Designed a layering system to position objects along the Z-axis.

WatRe Solo Project - 2022

Java, C#, Python | Android, ASP.NET, Git | Web App Utility

Developed a mobile app to remind users to drink water throughout the day.

Utilised a notification system to send reminders.

Incorporated a REST API to enable desktop use.

Wrote a Python script to send audio cues from the user's PC.

EDUCATION Simon Fraser University

B.Sc in Computing Science | CGPA 3.44 | September 2020 - Present

LANGUAGES C/C++, Java, Kotlin, Python, C#, Typescript, HTML, CSS

FRAMEWORKS Android, Qt, SFML, Unity, Spring Boot, Sockets, ASP.NET, React

SOFTWARE Git, gdb, Valgrind, Figma, Linux

AWARDS Mountain Madness: Hackathon Category Winner

SFU Falls Hacks 2021: 2nd Place