
SKILLS

- Python
- Java
- JS & TS
- Golang
- C++
- OOP
- Unit Testing
- SQL & NoSQL
- Flask
- Node.js
- Express
- React
- Full stack
- Microservices
- Git
- CI / CD

EDUCATION

Stevens Institute of Technology Fall 2021 – May 2023
Master of Science in Engineering 3.85 / 4.0 GPA

- Provost's Masters Fellowship Award

Bishop's University Fall 2019 – May 2021
Bachelor of Science in Engineering 3.3 / 4.0 GPA

- Academic Honor Roll

EXPERIENCE

Software Engineer WISDM, China Jan 2021 - Dec 2021

- Designed and implemented a real time purchase automation system based on Golang
- Architected a highly multithreaded pipeline, supporting thousands of concurrent tasks
- Analysed undocumented third party REST platforms, ensuring highly performant integration

Undergraduate Researcher Dr. Mark Vogelsberger, MIT Dec 2020 - Mar 2021

- Read and familiarised with a wide variety of deep learning studies
- Built and validated a deep learning neural network while investigating paper references
- Published paper in IEEE: [A Comprehensive Review of Deep Reinforcement Learning for Object Detection](#)

PROJECTS

Face-Detection Web Application 2022

- Searches uploaded images for human faces and exports regions of interest
- Front end built on React, and rendered with HTML, CSS, and JS
- Integrated Redis and PostgreSQL
- Deployed via docker container
- Server side integration with AWS Lambdas for detection scoring

Robot Management Web App 2022

- Used static code analysis to catch bugs
- Written with Typescript to improve code scalability
- Built on React and Redux frameworks
- Bundled via Webpack
- Optimised JS rendering, reducing render time 50%

Film Ranking Web Application 2021

- Data visualisation with chart rendering library, using Python and Flask
- MySQL data store with aggregate trends

Supply Chain Management Application 2020

- GUI written with Java Swing
- Inventory and customer management
- Account management, supporting multiple users