

Employment

Software Developer Full-stack	<i>Non-disclosure in effect</i>	April 2024 – Now
<ul style="list-style-type: none">Implemented 3 new critical features driving up user engagement and retention on the platform by 150%.Integrated Google Maps, Google Events, and OpenAI GPT-4 services for content generation and optimized edge function executions, reducing operational costs.Implemented multiple backend services and extended SQL database schemas to accommodate new features.Wrote integration and unit test suites for both frontend and backend with over 80% code coverage.		
Simulation Software Consultant	SimWell Inc.	Spring 2024 – Fall 2024
<ul style="list-style-type: none">Designed and developed a Software-as-a-Service architecture specialized for process and digital twin simulation operations.Created CI/CD pipelines for building, testing, and deploying microservice containers to Azure cloud.Designed and developed a modern and responsive frontend, highly-adaptable for displaying numerical data and hierarchical business unit management.Applied best-practice application security policies and measures following the OWASP framework on Azure and Microsoft Entra.		
Software Developer, Intern Cloud & AI	Microsoft Corporation	Spring 2023
<ul style="list-style-type: none">Implemented a new authentication service in team's product stack on Azure Kubernetes Service.Hardened system security by implementing TLS encryption for microservices with k8s gateways and proxies.Reduced toil in DevOps with automated vulnerability patching with Ansible for Linux VM fleet.Contributed to organization's internal technical documentation on implementing service-to-service encryption.		
Software Developer, Intern Software Configuration Management Team	Genetec Inc.	Summer 2022
<ul style="list-style-type: none">Implemented 2 new features for a Windows language translation management software in WPF and C#.Configured 10+ new build and deploy pipelines across the company's product portfolio on Azure DevOps platform in Linux, Windows, and containerized environments.		

Education

Montréal, QC.	LaSalle College	Fall 2024 – May 2026
<ul style="list-style-type: none">Technical Degree in Computer Science, May 2026.		
Montréal, QC.	Concordia University	Fall 2020 – May 2024
<ul style="list-style-type: none">Bachelor in Computer Engineering, Unfinished.		

Technical Experience

Projects
<ul style="list-style-type: none">Tailflare. Sync device hostnames from Tailscale to Cloudflare subdomain. Golang.Apple Music Agnostic Rich Presence. Extended an existing open source project that scrapes Apple Music currently playing to display on websites instead of Discord. C#, .NET, Nextjs (Frontend).Reroll.ing. Gacha game simulator. Golang (server), Nextjs (frontend), SQLite, Python (data), container.Script Convenience Store. Shell scripting and automation.

Additional Experience and Awards

<ul style="list-style-type: none">Technology Advisor, GCES Concordia (2024-now): Mentored 2 successors, laid out visions for more utility products, architected a new software product for competition scoring.VP of Technology, GCES Concordia (2023-2024): Lead and maintain technology assets: revamped websites, improved knowledge base, integrated competition scoring sheets.

Languages and Technologies

<ul style="list-style-type: none">TypeScript/JavaScript; Go, C++; C; Java; SQL; Python; RustVisual Studio (Code); Azure/Google/Amazon Cloud; Github Actions; Cloudflare; Vercel; Nextjs; Spring Boot; Docker; Linux/Windows/macOS; Hypervisors; WebSocket; CI/CD; DevSecOps; SQL, in-memory cache, KV database
