







EDUCATION

University of Toronto

HBSc. Computer Science

September 2016 - Present

SKILLS

-  Java, C++, Python, LaTeX, HTML + CSS, XML
-  Android application development
 - ↳ Android Studio, Android SDKs, layout design in XML, and implementing libraries
-  Graphic and motion design
 - ↳ Cinema 4D, Photoshop, Illustrator, After Effects, InDesign, Premiere Pro
-  Windows, MacOS (Unix)
-  Microsoft Office Suite, TeXMaker, Eclipse, GitHub, Brackets, Visual Studio 2015
-  Extensive knowledge of desktop computer hardware and components

PROJECTS

Buddi

Lead Android Engineer

Tasked with helping make Toronto Animal Services more accessible to the public, I created Buddi: a pet and owner matchmaking app designed to make the adoption process easier and help potential pet owners find their perfect pals.

ConnectFour

Full-Stack Java Engineer

ConnectFour is a Java based Swing and AWT game that recreates the thrill and excitement of the classic game of Connect Four.

Shake It Off

Lead Front-End Designer

Shake It Off is an app designed to help distance users from the toxicity of social media and promote mental well-being, by creating a soothing, personalized hub informed by your online history and improved through machine learning.

Triggr

Lead Front-End Designer

Triggr uses your daily habits to help you save money. Using tools such as NFC tags, your phone's camera, sensors, and more, Triggr has the ability to turn any of your (bad) habits into savings. Put a tag by the coffee machine, or listen for every time you swear or take a selfie, and the transfer is automatic.

OTHER

- Attended various hackathon competitions including Scotiabank Hack-it, Bully Hackathon (1st place), and MHacks 8
- F1 in Schools: 1st place at 2015 Ontario Regional Championship, 2nd place at 2015 National North American Finals, and winner of Sponsorship & Marketing Award
- Ran and maintained a graphic and motion design focused website and YouTube channel