




## EDUCATION

### University of Toronto

HBSc. Computer Science

September 2016 - Present

## SKILLS

-  Java, C++, Python, HTML + CSS, LaTeX, Javascript (p5.js, jQuery)
-  Android development
  - ↳ Android Studio, layout design in XML, implementing external libraries
-  Production
  - ↳ Photoshop, Illustrator, After Effects, Cinema 4D, InDesign, Premiere Pro, Audition
-  Windows, MacOS
-  Git version control, Microsoft Office Suite, TeXMaker, Eclipse, Visual Studio
-  Extensive knowledge of desktop computer hardware and components

## EXPERIENCE

### Freelance Web & Graphic Designer

Developed static and motion 2D + 3D projects for clients including websites, mockups, posters, full brand identities, and video intros

August 2013 - May 2015

- Attended various hackathon competitions including Scotiabank Hack-it, Hack the Valley (Best Designed Hack), Bully Hackathon (1st place), UofTHacks IV, and MHacks 8

## HIGHLIGHTED PROJECTS

### Buddi (June 2016)

Lead Android Engineer

- Tasked with helping make Toronto Animal Services more accessible to the public
- Pet and owner matchmaking Android app designed to make adoption process easier and help potential pet owners find their perfect pals
- Built accompanying API and web app

### ConnectFour (March 2016)

Full-Stack Java Developer

- Multithreaded Java based Swing and AWT Connect Four game
- Developed own frame-buffering rendering engine allowing for fluid animations

### DogGo (January 2017)

Front-End Developer

- Created a chatbot using Microsoft Azure and Recast.ai that takes orders from the customer and gives small food vendors an interactive and intuitive web app to handle orders
- Winner of "Best Designed Hack" at Hack the Valley 2017

### SupplyMe (January 2017)

Front-End Developer

- A system for short-term lending and borrowing of school supplies for students
- Python + Flask back-end, SQLite database, HTML + CSS + Jinja2 + JS front-end